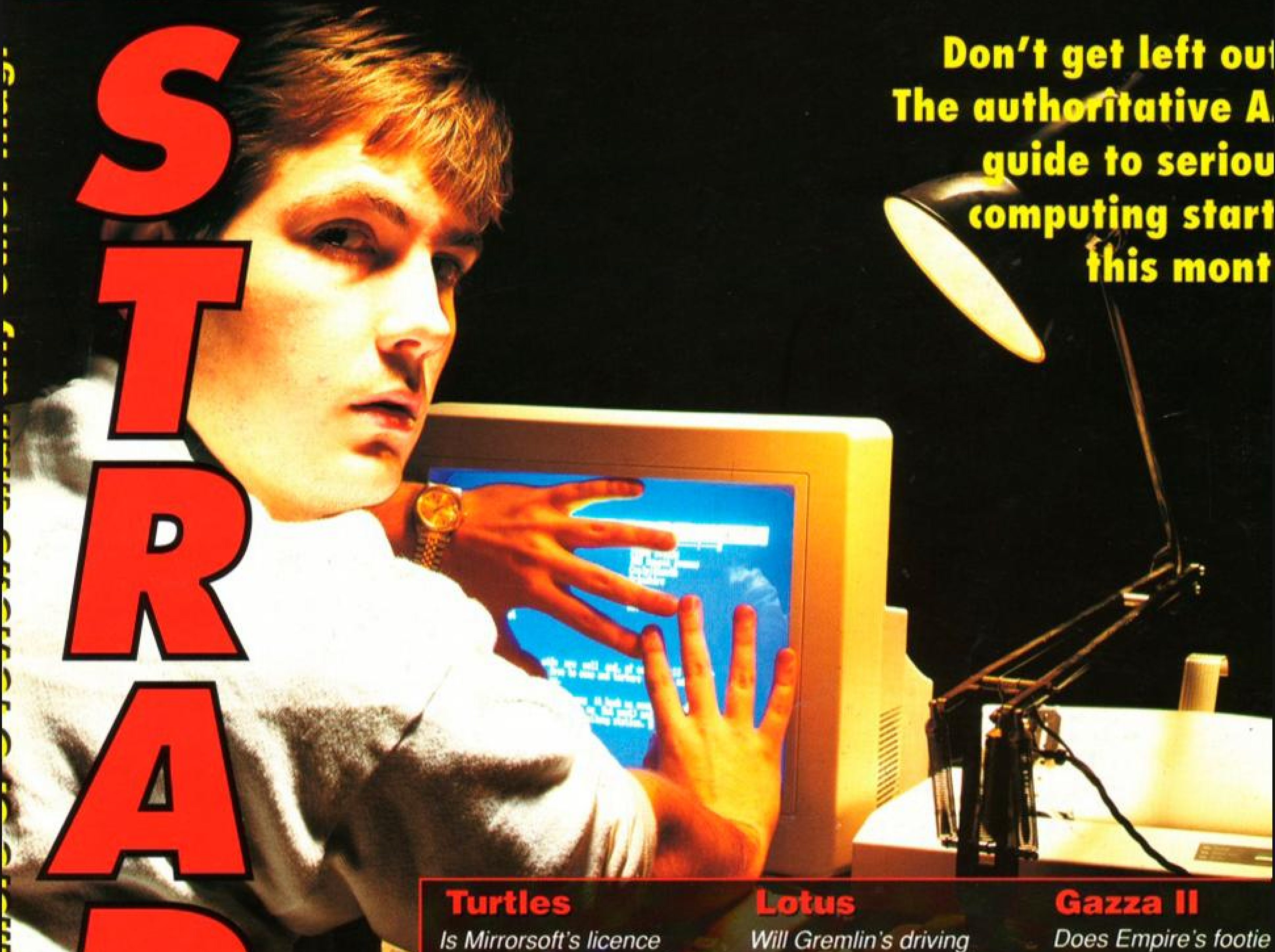
NOT an official Amstrad publication!

BRITAIN'S BEST SELLING MAGAZINE FOR THE
CPC 464 • 6128 PLUS
GX4000 CONSOLE

ISSUE 65
FEBRUARY
1991
£1.60

AMSTRAD ACTION



REVEALED!

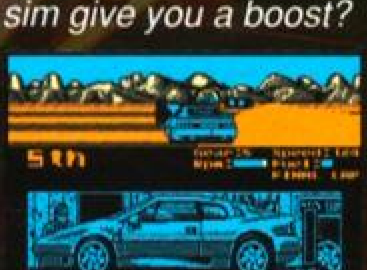
The secret life of your Amstrad...

Don't get left out! The authoritative A... guide to serious computing starts this month

Turtles
Is Mirrorsoft's licence worth shelling out for?



Lotus
Will Gremlin's driving sim give you a boost?



Gazza II
Does Empire's footie sim score a winner?



UN Squadron ★ Iron Man ★ Badlands ★ Subbuteo ★ Line of Fire ★ Epyx World of Sports (console)

PLUS: News, letters, help, tips, type-ins, adventures, offers and all your favourite regulars...



SPARKS C
NARC - The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his
ormous army of body guards... gangs of charisma-bypass
tients in trench coats, the bullet brain with the build of a
noceros and the breath of a dung beetle, packs of vicious
nine yappies, the psychotic clown with an evil sense of
mour - you'll die, but not laughing! Then there's the gas
zzling cadillac jock - a cool specimen, elbow hanging on
door rail, a serious looking piece in his hand and ready to
w you away as he rolls down main street leaving you
ghing lead. It's not all bad!... You've got a chopper to
ck you up, a mean, shiny street machine, some heavy
tal hardware and some pretty neat moves. And what about
king pin... did I say he was Mr. Big? No, he's MR BIG!
WILLIAMS ELECTRONICS GAMES INC.
ROBOCOP 2
Seven levels of muscle-straining, reflex-testing, sideways scrolling fury!
Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!
MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.
ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED
SCHWARZENEGGER
TOTAL RECALL
TOTAL
stole
haun
Mars.
uniqu
fanta
turn
horr
nightmares. Suddenly
assassins, you discover
me". Travel to Mars to d
now a journey of non-s
vehicles and a startling
executed graphics and a
of the year's top movie.
the 21st Centur
1990 CAROLC





As it says - all you need to do is to buy one of these'awesome' new games published by KIXX, and then ...... well the rest is up to you! (But be quick - offer open for a limited period only). Just complete the coupon inside the pack and make the decision as to which one of the 22 (twenty - two) fantastic games you want us to send you FREE OF CHARGE. Send the coupon back to us (by the fastest carrier pigeon!!) post haste and you've got two games for the price of one!

WHAT COULD BE SIMPLER!

Watch out for other selective back catalogue titles which are also included in this GIVE - A - WAY promotion.

KIXX, Unit 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 - 625 3311

● CBM 64/128 ● SPECTRUM 48/128K ● AMSTRAD CPC

AMSTRAD ACTION
FEBRUARY 1991

Line up

Serious

Action Test

Regulars

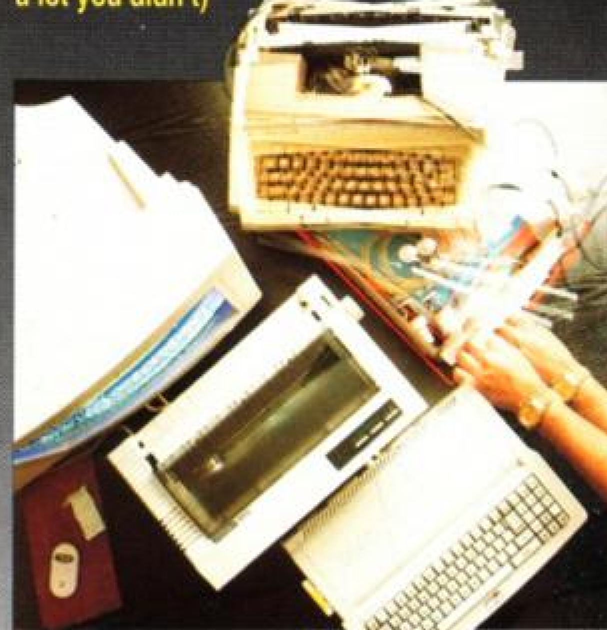
38 GAZZA COMPO

Win Win Win! Five footballs signed by Gazza, five pairs of footie boots and five season tickets to the clubs of the winners' choice!



16 WRITE ON!

Everything you ever wanted to know about word processing on your Amstrad (and quite a lot you didn't)





58 TURTLE MANIA!

Heroes in a half-shell, or half-wits in a nutshell? We put the carapaced crusaders through the *AA* mangle...

84 AA GAMES GUIDE

Our new section fills you in on all those classic games you just have to have...



48 GAZZA II

Gazza I was c*bblers, so what can *Gazza II* do? (Clue – it's on cartridge)

ABC Member of the Audit Bureau of Circulations January-June 1990 **30,156**

Future Publishing Limited
Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW

Tel: 0225 442244 ● Fax: 0225 446019 ● **Editor** Rod (Santa) Lawton ● **Reviews Editor** Adam (Don't mind if I do) Waring ● **Staff Writer** James (On the cover this month) Leach ● **Contributors** Alex van Damm, Stuart Whyte, Phil Howard, Caroline Lamb ● **Art Editor** Ollie (Flash) Alderton ● **Additional design** Paul (Boy racer) Tudor ● **Advertisement Manager** Phil Davenport, tel: 0225 442244 ● **Publisher** Greg Ingham ● **Assistant Publisher** Jane Richardson ● **Publishing Assistant** Michele Harris ● **Production** Melissa Parkinson ● **Subscriptions** Christine Stacey, tel: 0458 74011 ● **Mail Order** Claire Bates, tel: 0458 74011 ● **Circulation Director** Sue Hartley, tel: 0225 442244

Future Publishing The company that publishes *ST Format, Amiga Format, Your Sinclair, Commodore Format, Sega Power, New Computer Express, 8000 Plus, PC Plus, Mac Publishing* and *Classic CD.*

Sorry and all that, but we're so busy putting your favourite Amstrad mag together that we don't have time to take all those readers' calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – course not! Just send a letter to *Cheat Mode, Forum, Reaction, Ask Alex* etc and we'll do our darndest to sort you out!

Amscene

releases... updates... previews... new releases... updates... previews...

Consoles storm in France

But there's a muted response to Amstrad's new machines in UK High Streets...

The GX4000 is winning the console battle in France, according to the Jean-Michel Blottiere, editor of best selling French computer magazine *Tilt*.

The CPC series is still dominating the marketplace, and the GX4000 is set to make a large impact. French publishers expect to sell around 20,000 units of each game cartridge produced.

Firm figures for sales in the UK have yet to be released, but early reports suggest the console is not selling as well as Amstrad might have hoped. Slow sales can be attributed partly to the continuingly gloomy economic climate (which has put the fear of God into mortgage-laden punters in the High Street this Christmas), and also the sheer unfamiliarity of Amstrad's new hardware.

Amstrad is unlikely to be concerned by early results, however. The CPC itself is evidence of a machine with a manufacturing life and popularity stretching far beyond the first few months of its launch, and providing Amstrad continues to put its weight behind the new machines, their success is assured.

In France, Amstrad machines still reign supreme, and the new console has met with a great response. That alone will cheer Amstrad considerably and interest many games publishers deliberating whether to embark on console software, regardless of the response to the machines in the UK.





● The French press claims Amstrad's GX4000 is winning the console battle.

Whopper Shopper Show

The second Computer Shopper Show, held just before Christmas, has easily broken the previous year's attendance records, according to the organisers. Over 37,000 visitors turned up, that's 10,000 more than in the preceding year.

This record attendence was achieved despite the dreadful weather that dogged the weekend of the show. An even higher turnout was predicted before the show, but it is thought that many potential purchasers didn't make it because of the arctic-like conditions that prevented people travelling in from outside London.

Anticipating the greater numbers, the organisers had moved the show from Alexandra Palace to the larger Wembly Conference Centre – eager crowds had to be turned away at last year's event.

The show is primarily aimed at selling computer-related products to the general public. You won't find exciting new products unveiled here, just stand after stand packed with computer bargains.

Future Publishing, the company behind *AA*, was there, selling magazines and subscriptions by the bucket-load. In fact, most exhibitors seemed happy with the show, and the organisers claim that around £10 million worth of sales were taken.

Two Computer Shopper Shows will be held this year. A smaller one at Alexender Palcace in the spring, and the main event, once again at Wembley, in December.





● The December Shopper Show: bigger, bolder and better than before.

Clip round 'ere

Getting hold of reasonably priced clip-art for the CPC has proved to be a bit of a problem – until now, that is.

PCW World, a user group that supplies all types of public domain and low-priced commercial software, produces a number of clip-art disks suitable for use in programs such as *Stop Press*. Though the collection was designed with the Amstrad PCW series in mind, it is 100% compatible with the CPC.

The disks come originally from public domain sources. Although PCW World sells them at the same price as its PD software, it isn't actually public domain in the published form.

Each disk is crammed with around 120 pieces of artwork. The disks cost £4.95 each, but should you be a member of the group then the price drops to just £3.25.

So if you're interested in dressing up your documents with pretty pictures, then you should get in Touch with PCW World. Likewise, if you'd like to find out more about the user group then write to: **PCW World, Cotswold House, Cradley Heath, Warley, West Midlands B64 7NF.** Telephone 0384 66269.



● A sample of PCW World's clip-art selection.

Blitz blitzed by Power Basic

SPM Software, creator of the famous *Blitz* BASIC Compiler, has announced the release of its latest product. *Power Basic* is a games orientated BASIC compiler running on the 6128. It concentrates on supporting the features which are most useful for games programmers.

When combined with a commercial sprite toolkit, *Power Basic* can produce fast-running graphical programs. However, its good support of string functions should also make it very useful for adventure writing. And, SPM claims, its high-speed arithmetic should also endear it to those wishing to write strategy games.

Power Basic is the successor to *Blitz*, hopefully putting right all *Blitz's* shortcomings. One of the biggest changes is that *Power Basic* does not support floating point BASIC. Instead, it uses the space saved from this to produce optimised integer code and give better support to the graphics, sound, keyboard and RSX areas.

The machine code generated by *Power Basic* will work on the 464, the 664 and the 6128. Oh, and there is a 40-page manual included.

Power Basic costs £29.95 including P & P, but owners of *Blitz* can obtain the complete Power Basic package from SPM for only £9.95 and the return of their master disk. SPM can be contacted at: **32a Albert St, Seaham, County Durham, SK7 7LJ**. Tel. 091 581 7064

All change at Amstrad Action

The New Year will see some pretty major changes in the staff of Britain's favourite CPC/Plus magazine. Our long-standing Art Editor Ollie Alderton will no longer be with us, and James Leach has written his last word for the magazine, too. Hankies out, folks...

To fill their shoes, one new face and one old one will be joining the team. Replacment Staff Writer Frank O'Connor will take over where James left off. Clean cut, chisel-jawed Frank has owned every machine ever available in this country, and claims to have played a number of games in excess of "a squillion". He also owns an improbably florid waistcoat which he insisted on wearing to the interview.

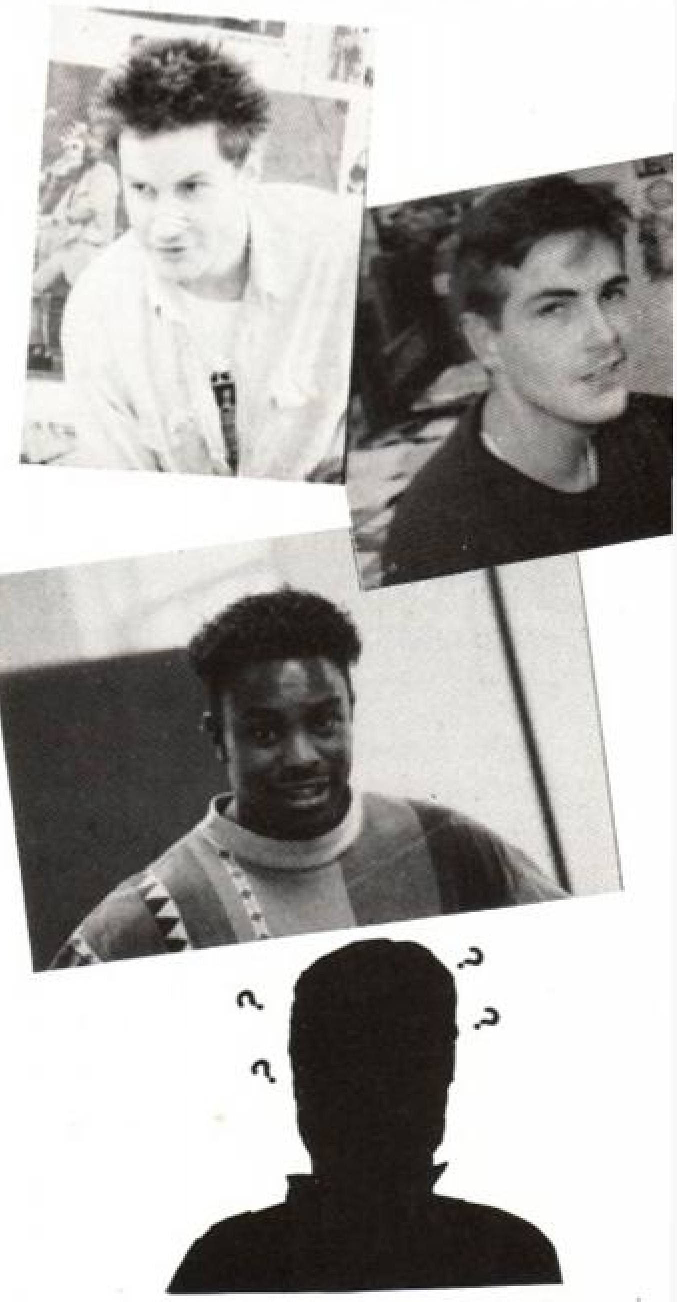
Ollie will leave his crayons to someone already familiar to *AA* readers. Paul Morgan, who used to be *AA's* Art Assistant, and more recently has served some time on *Amiga Format*, will now be in charge of the design of the mag. Paul prides himself on his interesting haircuts, and is so cool and laid back you just wouldn't believe it.

The changes have come into effect as a result of Future Publishing – the company that publishes *AA* – undergoing another phase of massive expansion. Two new computer magazines are being launched by the Bath firm, with titles so secret that even *AA* staff don't know what they are. We are positive, though, that like all Future's other titles, they will quickly become market leaders in whatever fields they happen to be in.

Ollie has moved to sister magazine *Commodore Format*, where we're sure he will do just as wonderful job as he has on *AA*. Ollie has worked for Future for four years, making him one of the firm's oldest hands. He's spent over three of those years – since issue 24 – as *AA's* art editor, and consequently has had an enormous amount of influence on the spirit of the magazine.

James moves across the corridor to *Your Sinclair* as Games Editor. *YS* is the UK's top-selling Spectrum magazine. James was a relative newcomer to *AA*, having joined just five months ago. He made his first appearance in issue 60, and in the short time he's been here has contributed a great deal.

It's not all change, though. Rod still remains Editor, and Adam retains his position as Reviews Ed. Though changes are always slightly disruptive, we're sure that the new blood will bring fresh ideas and make *Amstrad Action* even better than ever.



● From top to bottom: *GONE*: Ollie Alderton; GONE: James Leach; *IN:* Paul Morgan; *IN:* Frank O'Connor.

You have 20p to comply...

That armoured agent of the law, Robocop, is making another appearance – this time on the telephone!

No, you can't actually talk to the metallic mauler, but you can take part in an interactive adventure where you control his actions and decide the outcome of the story...

Yes, you've guessed it – it's another one of those 0898 numbers. Nevertheless, we were intrigued enough to give it a try...

Basically, unless you've got a glass of water standing by for when you open the 'phone bill, you'd have to be pretty keen to go for this one. What you get is a long piece of commentary, followed by a 'choice'. The answer you give determines the next narrative sequence – and so the story unfolds.

To save you having to start from scratch each time you 'phone, you can 'save' your game. And you'd need to, as well, because we reckon it cost us about £2.50 just to get the exoskeletal enforcer to bash some crim's head in! Outrageous.

To give it a go, call 0898 345678, but bear in mind it's costing you 44p per minute peak rate and 33p per minute the rest of the time. That's £25 an hour, peeps.

Play Mates available

Issue 5 of *Play Mates* is now available. For those not familiar with it, *Play Mates* is a fanzine for the Amstrad CPC range. it is written and produced by Carl Surry and contains reviews of both hardware and software as well as pokes, hints, cheats and tips.

One certainly notable point is the inclusion of our own, our very own, Phil Howard. Phil has (perhaps rashly) agreed to do a question-and-answer type interview in issue 6 (out soon), but also appears in the current issue.

***Play Mates* is a well put together mag which covers over a wide variety of subjects. It also has a distinctive style and is certainly worth a read. One point should be made, however. In issue 5 James Verity states that magazines such as *AA* "tend to be biased to the software house that has the most adverts."**

This, actually, is not the case at all with *Amstrad Action*. The editorial department judges software purely for the benefit of the reader. The advertising side of the magazine is kept separate and certainly does not have any bearing at all on the decisions of individual reviewers. So there!



Mail order suppliers get a pretty bad press sometimes, but they have their problems too – as well as a lot of satisfied customers. ROD LAWTON talks to Mark Ralph, Sales and Purchasing Manager and WAVE about the dealers' side of the case...

Following orders...

When people buy mail-order, obviously they get stuff a lot cheaper. How is it you can give people such good deals over the High Street?
Because we buy direct, in quantity. And we're always looking for good deals. If you turn over so much product mail order you can bring the prices down.

Do you try and respond to what people are asking for or do you see a good bargain and go for that?
If we get anything offered to us we'll purchase it and offer it cheap to our users, but if there's a particular demand for a product we'll source the product at a reasonable price and sell it out at a reasonable price. What we also do is look through the computer magazines, read through the letters pages and things like that, and see what kind of products people are after.

I know that one of the problems that all mail order suppliers have is that when they come to put in their ads they have to anticipate what products will be available when the ads come out.
I don't think a lot of people understand that we have to put our adverts in two months ahead. They don't understand that we've got the stuff at that price when we place the advert. By the time the advert's gone through, people would have had our price lists, they would have had offer sheets – some of that product may have gone, might even be out of stock!

Do you like people to phone you before they make an order.
That is always best. But even that you can't always guarantee, because you may get a few orders in before theirs. All orders are processed in rotation. No order gets better treatment than any other.

Do you find that sometimes you get snowed under with orders while at other times it's quieter?
Yes.

What do you advise people to do if they're wondering what's happening to their order?
Yes... One thing people don't understand about *this* time of year is that postage takes longer than normal. Post can take up to a week or two weeks to come through. Usually, it should only take about two to three days to come through. Packages do take longer at Christmas, and people are phoning up... we know they're worried... we have to try to get the orders out as fast as possible, but I can tell you you don't get half as much done if the phones are ringing! There are certain dealers – we're not one of them – who either put their answerphones on or take their phones off the hook. But with certain customers, what they don't realise, coming along chasing us every five minutes, is that you can't do everything immediately. We try to ask people to ring back. Or just send us a letter, that's the best thing.

Do you think in the industry on the whole their is a lot of sharp practice on the part of mail order companies?
I think that people who've been advertising for a while, people trust. But if they're one or two-off adverts, well...

There have been some companies in the past which have appeared one day and gone the next. I think that's given mail order a bit of a bad reputation.
That's right, yes.

Do you find you have to live that down a bit? Does it rub off?
Yes. You have to really build a good relationship with your customers. Once you've got your first couple of orders out of them, you've got a good customer then.

So there's nothing to be gained from grabbing the money and running, really, because you don't get customers coming back?
No, no.

PROS AND CONS

Mail order suppliers can offer frequently a much wider range of products than your local dealer and at much lower prices. However, they can not offer the same type and degree of service as a dealer. Mail order suppliers can only offer the prices they do by running a very tight ship, which usually means no more staff and stock than is absolutely necessary – therefore, in unusual circumstances, hold-ups and glitches may occur and may take a while to sort out. This does not necessarily indicate a crooked company as much as a very successful one!

● Pros:

- Mail order prices are far lower than those you'd pay in the High Street
- The selection of software/goods tends to be much greater
- Many items sold by mail order are too specialised or too old to be stocked by a dealer – mail order is the only way to get them
- You can order without leaving your living-room!

● Cons:

- At certain times of year, and for certain products, demand may cause a backlog of orders
- Companies will frequently be obliged to quote new products in advertisements before the products have been received. And they may take longer than expected to arrive.
- Mail order dealers cater primarily for people who know what they want. They're seldom in a position to comment on the suitability of any product for the user's needs.

MAIL ORDER SURVIVAL KIT

As explained above, there are both advantages and disadvantages with buying stuff mail-order. Here, then, are a few brief tips for a trouble free life when buying by post:

● When you find a mail order supplier that gives you good service, stick with it. It's very tempting to keep chopping and changing, all for the sake of a pound here or there, but good service you can rely on will cause far less frustration in the long run.

● When trying out a new company, why not start with a small order first and see how you get on?

● If you only receive part of your order by return, you may simply have to be patient. Mail order suppliers are dependent on their own suppliers, and are not always responsible for hold-ups. Most have a policy of sending out as much of the order as possible straight away rather than holding the whole lot back, even though it may mean more work for them.

● You will often see the very latest games advertised, only to have to wait for them to be delivered to you. This is because mail order companies simply have to 'guess' when many things will become available. It's not an attempt to defraud, just one of those unpredictable variables.

Reaction

Got a bee in your bonnet? Here's where you have it out... (as it were)

● The fe-mail continues

This is the second time I've tried writing to you, and as you want more females writing in, please print this letter.

First of all, I've played that great game *Fantasy World Dizzy* by Codemasters. In Issue 55 of *AA* they gave a cheat for it but I, while playing it, discovered that you didn't need to press D, Y, L, A, N and Q. You just have to press C.

Second of all, since you have to cater for everyone's different needs, why don't you bring out a beginners' magazine or something?

Lastly, I was very pleased that I am a proud owner of a CPC 464. I love the games and I think that this magazine is the best one on the shelf (*er, what's it doing still on the shelf? – ed*).

Ida McClure
Belfast

P.S. I think that females and males are both equal in computing, and that you're standing up to it very well.

AA: A beginner's mag is a nice idea, but has been done before. We feel that by including Alex van Damm's column we are catering for those who are beginners, and want simple answers to the questions that others seem to take for granted. Alex understands all the trials and tribulations of starting out in computing, and currently spends hours at her CPC, personal stereo blaring away, puzzling out Arnold's intricacies.

If you have any questions for her, write to Alex at the usual Bath address. She'd love to hear from you, and will sort you out in no time at all. More technical or complex questions will be happily received and answered by Adam in the Forum section (unless you manage to stump him totally).

● Tre-fellers reply

In the *AA* issue 63 there was a D Ramsbottom enquiring about a Family Tree program. There is one for the CPC 6128 and 464. The title of the program is *Genny*, and it costs approximately £35. It is on disk from David Computer Software of 38 South Parade, Bramhall, Stockport, SK7 3BJ. The telephone number is 061 439 4841.

Also I would like to know why, in your magazine, in the *Type-Ins* section, do you have to put those drawings under the listings. It makes it hard to see. It must cost something to add it to the page, so PLEASE SAVE MONEY, and let's have clear print. Help my eyesight, too.

AA: Many thanks also go to Mrs J Wood of Rochdale, Johnny Hudson of Bradford, Ron Hobday from Bedford (and a member of the Society of Genealogists) and Mr E Carpenter of Henley on Thames for supplying us with information on the same Family Tree package.

And we agree about the Type-Ins. Ollie will exercise his not inconsiderable artistic talent well clear of the programs. He'll put the drawings, (which cost approximately 0.00000000000001p each) under the boring texty bits instead.

● Cy from the soft-hearted

Isn't it funny how software houses say one thing and do completely the opposite. Isn't it true that Hewson stated and I quote (I think) Winston Churchill's voice "We will never abandon the 8-bit computers in favour of the 16-bit machines."

So why are there no Hewson games being developed for the CPC? I really do miss them, as every time I have purchased a game from this quality software house, I have found myself enjoying the game for months.

Compilations are no substitute, as I have all the Hewson games already. Palace Software is another company I miss. There was a time when I could go into my local software shop and if there was a game from Palace Software or Hewson then I would not hesitate in buying it. So please, Palace and Hewson, come back to the CPC.

We need you.

Simon Crofts
Kimberley
Notts

AA: Alas, there is a great amount of money to be made in the 16-bit market. It is not often possible or viable for companies to produce games on all formats. So if you are going to produce "quality" software, you might instinctively go for the ST and Amiga market, where you can slap prices of around £25 on your product.

However, there are still a large number of companies producing software for the Amstrad and Spectrum, purely because so many people own them. Others ignore such a large user base at their peril!

● In the Gallery

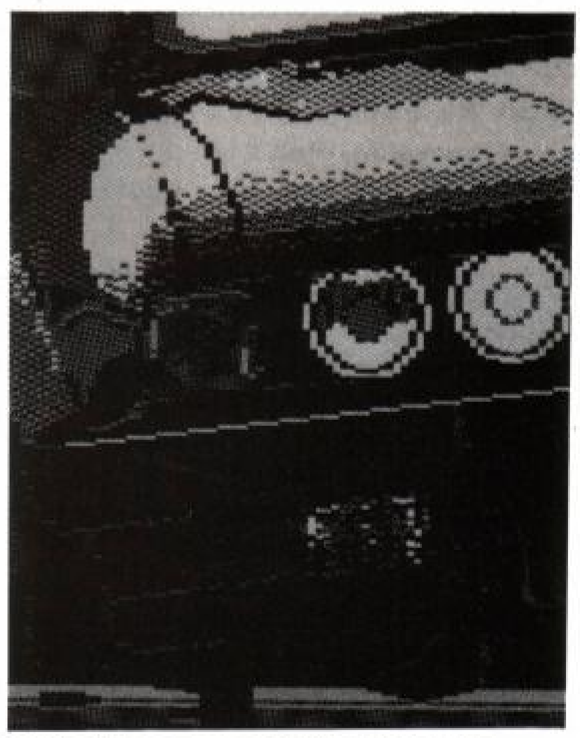
Recently my eagle eyes have noticed you've stopped printing the nice pictures drawn on *Advanced Art Studio*, etc. Of course, I'm talking about *The Look* or *The Gallery*, whichever you like to call it. Why did you stop? Is it because readers got fed up with drawing the pictures? Or is it because you're running out of prize money (or just because you don't want to give the money to people?) or (yes, another or) haven't you got enough pages to print it on? Now there's a lot of questions there, I think it's big enough to send off.

Andrew Horner
Sheffield

P.S. What the hell is this Maddest reader of the Year business in AA 63, page 14?

AA: The reason The Gallery no longer appears in the pages of Amstrad Action is two-fold; firstly, the artwork sent in by budding Tony Harts decreased markedly over a period of time. Secondly, allocation of space within the magazine has been considered very carefully. One of the major factors is the questionnaire which readers receive periodically. This has indicated a decrease of interest in the Gallery which, incidentally, corresponds with the drying up of the material sent in. Thus the space it used to occupy has been allotted to other features, such as Ask Alex, the beginners column which there has been a lot of pressure on us to start.

And, to answer your final point, the Maddest CPC Owner of the Year (to give it it's proper title) is an awards ceremony held every October on the island of Gruinard, near Ullapool. The first prize is one ton of any inert gaseous matter you desire.



● The pictures were pretty, but alas no more...

Troubleshooter

I would like to help out a couple of people's queries regarding the new 464 Plus and 6128 Plus. Firstly, the 6128 Plus doesn't support a cassette, as you've already mentioned. You then went on and suggested that anyone who wished to use the cassette and disk software should get themselves a 464 Plus. But, according to its dissected review in ACU, the 464 Plus is unable to be connected to a disk drive even with a conversion lead to turn the new socket into the old type.

I would suggest that people thinking of upgrading should think carefully what they want the machine for, as whichever they buy, they're stuck with, as there is no upgrading. I personally would buy a 464 Plus for games because most games will eventually be converted to cartridge, and can thus be used, and you would also be able to play budget releases.

Finally two more points. Firstly, why does Amstrad insist on making life awkward for 8-bit computists? By this I mean the 464 Plus not being able to run a disk drive and the 6128 Plus not being able to run a tape deck. They did the same with the +2 and +3 Spectrums.

Finally my second point (and definitely the last!). It is regarding certain queries on connecting a CTM640 monitor to the consoles (not GX4000). Beware. The innards of the monitor are tuned to take a certain output which only Amstrads do. The SAM Coupe or the Megadrive from Sega will not work. Luckily the new Amstrads will.

Craig Hudson
Leeds

AA: Well, Craig, listen to this; Mr D Ramsbottom of Hull, who wrote to request for a Genealogical Tree program, was the recipient of a certain amount of scepticism from us when he stated he had a 464 Plus.

He has since contacted us to say that he bought his machine on the day it came out. He also let us know that he is happily and successfully using a DD1 disk drive with it, connecting it with a lead supplied by The Amstrad User Group. It costs £9.95 including postage and packing. Telephone 091 510 8787.

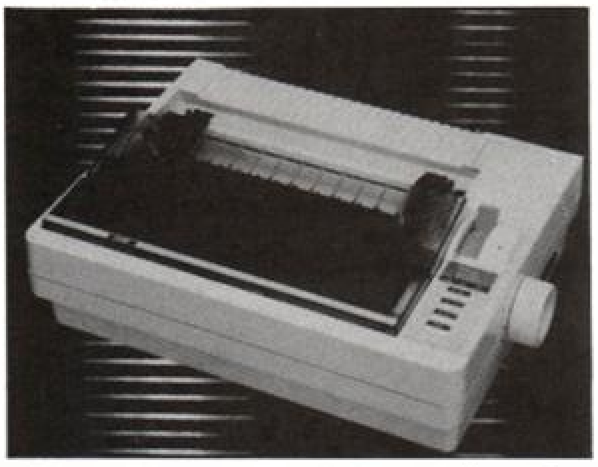
If you read last month's Amscene, you'll be aware that WAVE has already started to offer conversions which will enable your 6128 Plus to load from tape. Thus the problems you state have been neatly solved – admittedly at the cost of invalidating the manufacturer's warranty. And as for your point about the CTM640... very interesting, but a tad irrelevant for most people.

Printer probs

Your serious side has covered virtually all aspects of using CPCs and their peripherals (and I should know, because I've been reading *AA* since its launch) but not, I think, using the printer. I have a Mannesman MT81 and the applications manual to go with it, but cannot for the life of me do anything with it. I want especially to change the character set to Celtic and Germanic script (standard and double size). To say that the manual is unclear is an insult to obscurity.

Of course, a more sophisticated word processor than my *Mini Office II* might let me do this from within the software. If so, which? If not, could you either do an article explaining how, or invite someone to send a *Type-In*?

Ross Patrick
Fife



● Printer probs:can you get the best out of yours?

P.S. Re the covertapes, I can't be bothered with the hassle of loading them, but still want to run the programs. Surely you could offer disks to those subscribers who are willing to pay a bit extra?

AA: The trouble with printers is that there are so many different models. To go into technical detail concerning just one machine would be to annoy everyone who doesn't have that particular model. The answer is really to deal with printers in a much more generalised way, and to give a layman's guide to them. This could include such details of what to look for when buying a printer, what certain machines are capable of, and, of course, how they work and how to get the most from them.

So watch this space, as they say.

Hard disks are here

First, I think we should all congratulate Mr Sugar for making the new computers compatible with the 'old' CPCs. Just think what would have happened if they had not...

About a week ago I had saved up enough pennies for Ocean's *100% Dynamite*. A brilliant compilation, well worth the money. *WEC Le Mans* was the best game, but the others were not bad either. (By the way, I completed *Double Dragon* the first time I played it. Is it really that easy?)

Two or three people had been moaning that it was only available on tape and not disk. This is probably because it comes on four tapes. Tapes do not cost much to copy, but disks do. Can you imagine how much the compilation would have been on disk in order for Ocean to make a profit? £25 at least! Hardly anybody would buy it at that cost, so Ocean released it only on tape.

In *AA58* you mentioned Siren's hard disk. If you can't wait for it then you can purchase a 2[...] MegaByte hard drive from Fritz Obermeier Computing Ltd. The cost is about £380. Telephone Fred on 010 495732 3246. It is a German number.

Lastly, if you are wondering which mail order company to use, I recommend TurboSoft. Brilliant and friendly service.

Glen Scott
Great Yarmouth

AA: Thanks for your comments, Glen.

Cartridges for hire?

Looking through some computer magazines, I came across an advertisement on a subscription offer. It was designed for the Sega Master System (*what's that? – ed*), and it allows you to hire twelve cartridge titles, one game each month, for £30 or £40 for a year. Do you know about this? If so, do you suppose *AA* or other companies will follow suit and provide this service for GX4000 owners and Plus owners?

I understand that the number of titles has to be large enough to be economical, but I am sure the titles will grow rapidly.

Fred Blogs
Thetford

AA: Cartridge hire on the Sega is starting to take off in a big way in Britain. It is already popular in the USA. There is no earthly reason why it shouldn't be set up for the Amstrad as well. As you say, Mr Blogs, there aren't quite enough titles yet.

The hudget software

I see that the price of budget games could go up again. I thought that they were going to be games which could be bought at a cheap price. Maybe £3.99 is still quite cheap, but for every five games bought, that's an extra £5 spent. And as for full-price games going up... they already wipe me out for a month or two as it is.

Now for some questions:

In *AA62* you said that games such as *Toki*, *RoboCop 2* and *Sci* would be coming out on the console. Will they be coming out on the normal tape/disk as well?

I've been searching for a book on BASIC but without success. Where could I get one from?

And finally, I think that a Games Buyers Guide is a brilliant idea.

Robert Cannon
Hedgerley, Bucks

AA: The word currently on the street is that

budget games might not rise in price for quite a while. Some games might eventually straddle the divide between budget and full-priced software. Others might still be available for £1.99. What looks likely is that games will be available at a whole range of prices, and the distinction between budget and full-price games will become increasingly blurred.

● Elite service

May I, through *Reaction*, give a huge thanks to Elite Systems for their incredible customer service.

I had occasion to return to them a disk of the compilation issued under Thrill Time. I had, in my sublime ignorance, formatted one of the sides containing my young grandson's favourite games.

Within a week I received a phone call from Elite to say that they could not correct my error but could supply an alternative disk containing most of the lost programs.

Over the next few weeks my grandson awaited the postie, but no disk arrived. So I wrote to Elite to enquire if the promised disk had been sent by sea-mail.

Within ten days I received the replacement as promised, and an explanation that a disk had in fact been sent by air the same day they made the phone call.

Now when you consider thar Elite had bothered to phone me across the world, sent two disks by air to compensate what was my own fault for loss of data, and had done all this with no charge – that has got to be customer service of the highest order.

May I say again, through *Amstrad Action*, thanks, Elite (especially Vanessa). You made this old Pom's day.

Roy Woodbridge
Papakura, New Zealand

AA: Ahh. It's almost enough to make you feel rather benevolent towards the human race, doesn't it? Although it is really a form of advertising, we certainly aren't averse to letting you know when a company has been particularly impressive in its dealings with customers. Three cheers for Elite!

In the same vein, David Ferguson of Bangor, County Down, is full of praise for Seven Stars, maker of Qualitas Plus (a print enhancement system). He was having a spot of trouble with it, and after contacting the company, it was put right in double-quick time.

The best companies seem not only to despatch goods rapidly, but also care about the people they are supposed to be serving. You, in other words.

● Cheapest games in the world

I would be very grateful if you would print this letter because there are a few things I would like to know.

Firstly, why don't you give the green screen advice on your game reviews any more?

Secondly, I am thinking of updating my 464 and disk drive to a 6128. How do I do this, and how much will it cost?

Finally, I am sick to death of people writing in and complaining about the cost of games. Recently I bought *Testwise* and *Test*. *Testwise* has hundreds of general knowledge questions, and lots of games and many useful programs, and it only cost £2 plus a blank disk and a stamped addressed envelope. The address was **93 College Rise, Drogheda, Co. Louth, Eire.**

The Test was another good game that I bought. I would advise anybody to buy these games. The total price for these games was £6.50 and a blank disk and SAE. And some people pay up to £20 for one crummy game???

I rest my case!

Charles Byrne
Newry, N. Ireland

AA: Green screen was becoming increasingly redundant. The current policy is to point out any green screen problems with games in the body-text of the review. If no mention is made, it can safely be assumed that the game looks all right, and is certainly playable on the green screen.

And as for buying ultra-cheap software; it depends very much on what you are looking for. You'd be hard pressed to find a decent arcade game for that price, but there are plenty of programs like the ones you mention, Charles.

● More colour please!

I have a few queries for you which start with the *Action Test*. Why oh why can't *Action Test* be in full colour? At present there is usually only 60% in colour. Black and white reviews often spoil a game's look, especially in graphics which is one of the most important features in a game. Of course it all comes down to cost and I'm sure that even though we have had a recent price increase, we could spend an extra 5p to bring full colour to *Action Test*. I know I speak for many other readers, so how about it?

Secondly I noticed in the December issue of *AA* that in your mail order section you have *Total Recall* with an *AA* Rave. My question is how did it get an *AA* Rave since it hasn't yet been released on any format? It might be a load of rubbish. Surely *AA* can't be going as low as some mail order companies by advertising false facts about their products?

Finally, I think that introducing a Games Buyers Guide is a great idea and certainly gets my vote.

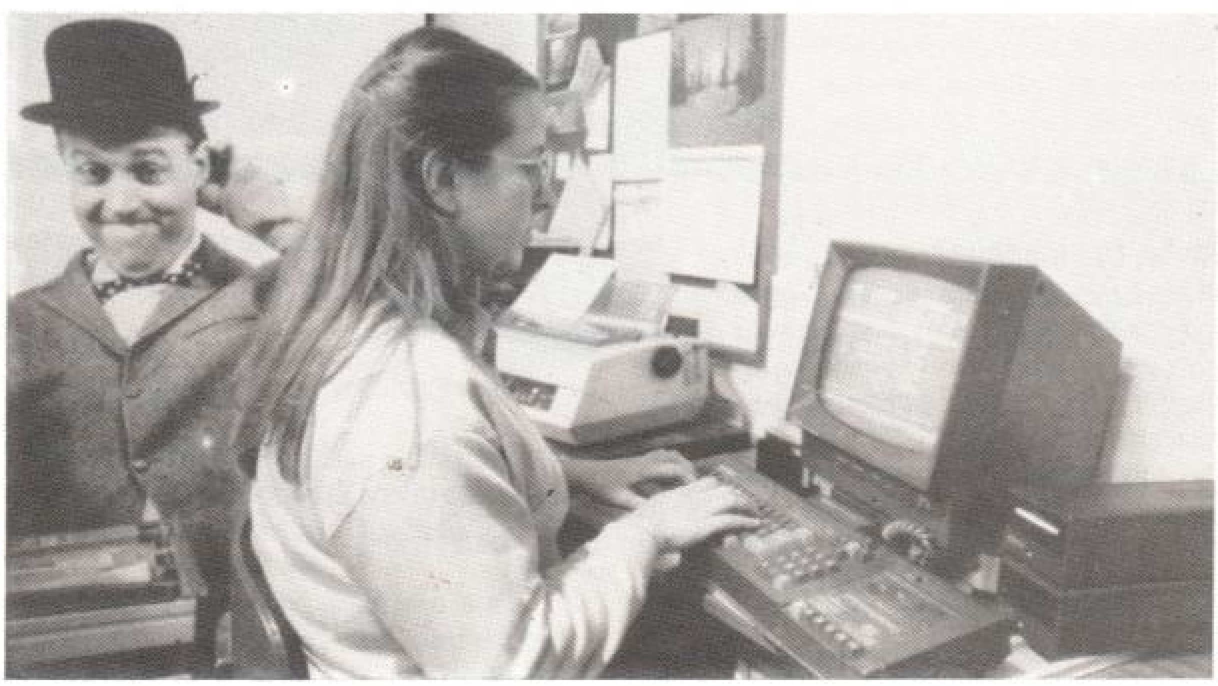
William Huddleston
Borders, Scotland

AA: We only have a certain number of colour pages per issue owing to, as you said, primarily financial reasons. So we tend to allocate the colour pages to what we regard as the most important releases. Hence the mono pages tend to get filled with budget games and other minor releases. There really wouldn't be a justifiable argument for putting up the cost of the magazine (by more than 5p, incidentally!) just so the screens of several budget games appear in colour.

And concerning your second point, erm, actually it is a bit of an error on our part. Total Recall hasn't of course been reviewed by us, and couldn't therefore have earned intself a Rave. Those responsible for this colossal boob are even now being hung, drawn and quartered.

We have a hard and fast rule never to review games before they are finished. This is because so many variables exist that the programmers might change before the game actually appears in the shops, it might bear little resemblance to the version reviewed.

Whenever we preview a game, or look at a pre-production copy, we make sure that this fact is stated clearly.



● No more green screens any more: rest assured though, if there's a problem, we'll let you know!

PD on cassette!

I am writing in response to the letter in the December issue from Jon Pogson who, probably like many Amstrad owners, wants PD software on tape. Jon and others may be pleased to know that I run a PD library called Data PD and I support both tape and disk. Since I started it up about six months ago, I have collected over 2,000K of software, including games, educational, utilities etc.

If anyone's interested, send 30p or an SAE for a newsletter, or send for some sample programs by enclosing an SAE, 50p and a blank tape or disk. If you're overseas you can send an extra £1 instead of an SAE. Please make cheques payable to T. Kingsmill.

Tony Kingsmill
D.A.T.A. Public Domain Library
202 Park Street Lane
Park Street
St Albans
Hertfordshire AL2 2AQ

AA: Oh, what a blatant plug! Never mind. At least Jon Pogson and others can rest assured that people are producing and distributing PD on cassette.

The English Civil War

Since the recent topic of debate in your Reaction dept has been the battle of the sexes, let's stir up another debate. The North-South divide. Yes, I refer of course to that invisible wall running from west to east across England. The reason for me stirring up this point is because when I trundled off down to good old Percy's newsagents on about the 25th October, imagine my horror when I was greeted with: "Sorry, Ian. It's not in yet. Why don't you try tomorrow?" So I did, and it still wasn't in. So I waited for about a week, trying to give the impression that your magazine wasn't that eagerly awaited, and tried again. Yep, you guessed it. Still no luck. At this point I decided to check up with WH Smith, but they hadn't heard anything about it. So I checked all the major shops in the surrounding area, but still no joy. I gave up my quest on November 20th when your December edition thankfully arrived.



I know exactly what you're going to say: "Well why don't you subscribe then." Well I don't want to. I wanted to tell you about the problem, although it has only happened once in 61 editions, because you may have lost money through the lack of sales in the area.

Have any of your northwest readers had the same problem with issue 62? I imagine that quite a lot of your overall readers come from this region.

I have sent off my order form for issue 62 and await it eagerly, but not that eagerly.

Ian Styles
Chorley

AA: We've had quite a few queries about that 'rogue' issue and our circulation department is now on the case. Sorry about that, Ian, and everybody else who was kept waiting.

AA to go public?

I've just had a brilliant idea. Why don't you have a PD library? You could ask your readers to send in programs. It would be a massive library. There could be different sections, like machine code, BASIC, CP/M etc. There could be sub-sections like games, word processors, databases etc. People could send you disks (or tapes) and for a small charge like the measly sum of 50p you could fill their disks (or tapes) with one of the different sections. With the manpower (or woman-power), you could run a PD library.

I would like to run one myself on my 6128, but I haven't the time to. I hope you start one. Good luck.

Matthew Jack
Folkestone

AA: And what makes you think we have the time to do things like this either? Do you think we just sit about, playing games all day? (Yes – ed.)

It's a nice idea, though, Matthew. If we had the time, we'd probably spend it going to the beach and driving fast cars around, though.

The crinklies strike back

I was interest to see a couple of letters in is
63 from older readers like myself who pr
the more serious side of computing.

Like H R Nightingale, I too am not
interested in games (except for *Patie*
Othello etc) but prefer articles on progr
ming, type-ins, hardware, readers letter an
on.

I realise that many of your readers
youngsters who are keenly interested in
latest games and because of this the suppo
our machines is kept at a very healthy leve
the software houses. So we owe our your
fans a lot. I am also impressed by the progr
ming knowledge that they have. They are s
able to crack the latest games to proc
cheats. They leave me standing. I am a
poor BASIC programmer.

However, please do not underestimate
number of serious readers you have. Beca
we do not write in very often does not m
that we don't exist. So please throw us "c
klies" a few sprats from time to time.

Now a plea for help. Do any of your
gramming stars have a program to print
contents of a disk when using cat? I have t
Cat #8 and other variations to no avail.
probably very simple and I shall kick my
when I see the solution.

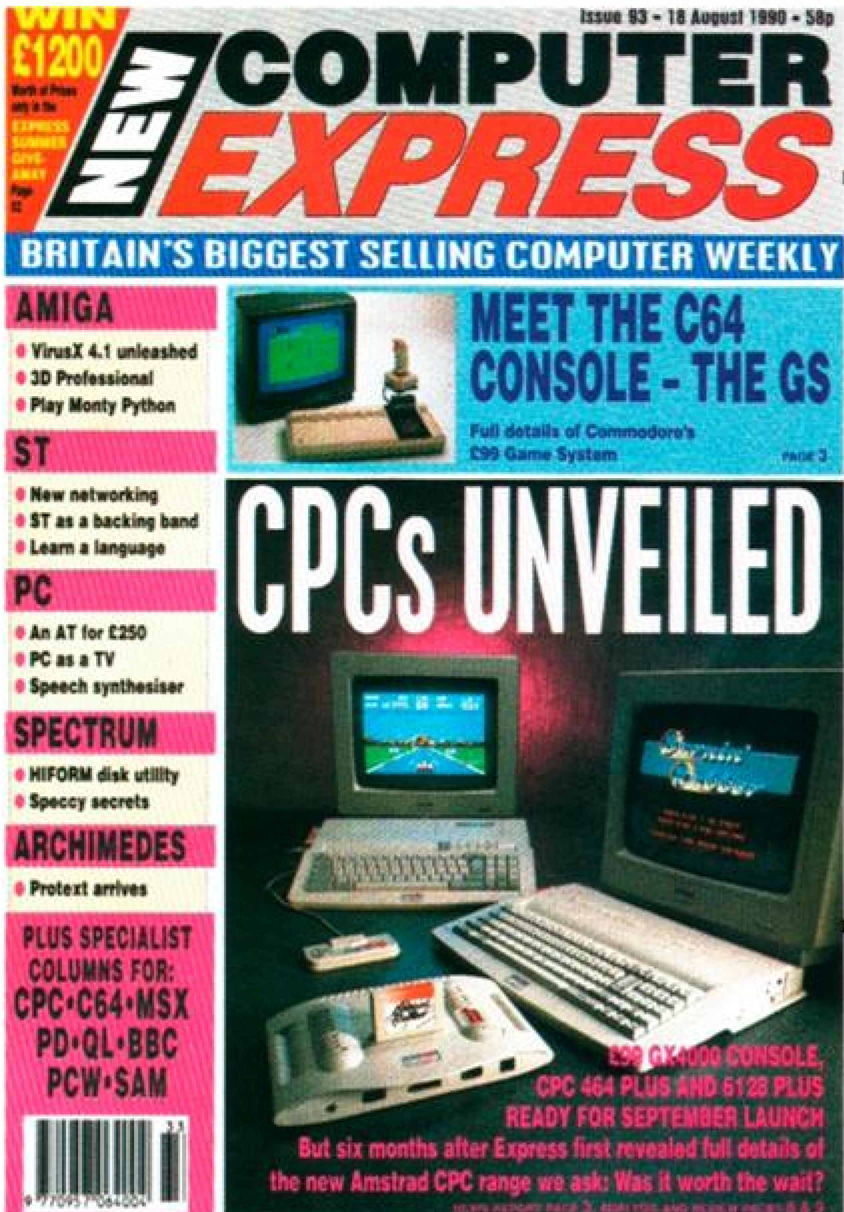
Colin Riming
Birmingh

AA: Alex and Adam, our resident progra
ming stars, both looked rather blank wh
asked. Adam, because he didn't know; A
because she was listening to her perso
stereo, and missed the question. Can anyo
else help?

You are right, Colin, about the need
support from the software houses. A gr
many people see their computers solely
games machines, and, as they read AA,
try to cater for their tastes as well as other.



HOW TO KEEP AHEAD OF THE CROWD



GAMES

Previews, tips, POKEs, hints, reviews, interviews and news.
The kind of information that keeps a good game player ahead of the crowd. You know that **Amstrad Action** is the magazine for you – but it only appears once a month! So how do you keep hot, week by week? Simple: by reading **New Computer Express**.
Every week, **Adam Waring**, AA's reviews editor passes on the latest games info to the Express team, as he gets it!

NEWS

Want to learn about the plans **Amstrad** has for **YOUR** machine as soon as you possibly can?
Want to hear about the all the very latest developments for the **CPC** or **GX console** within days of their announcement? *Yes?*
Then **New Computer Express** is a vital, additional read to **Amstrad Action**. A year before Amstrad went public on the new **CPC** range and the **GX console**, Express printed the details. And we were first with the full, official story.
If you want to keep up-to-date, make sure you get a copy of **New Computer Express** every Thursday – every week.

SHOPPING EXPRESS

Every week, **Rod Lawton – Editor of Amstrad Action** no less – writes a column for Express. Essential reading if you want to know exactly what is happening, the moment it happens.
And our **Shopping Express** section is packed with bargains – it's the liveliest reader marketplace in the land. Whether you are looking to buy or to sell, use the classified section in Express.
What's more, readers' ads are completely free!

NEW COMPUTER EXPRESS:

Essential Reading for YOU

But don't take OUR word for it – take advantage of our no-obligation trial offer that's exclusive to AA readers. Use the coupon on the right to claim two free issues and see for yourself. We're convinced you'll be as hooked on Express as you are on AA once you have read a couple of issues. So fill in the coupon, pop it in the post and we'll send you two weeks'-worth of New Computer Express free of charge, and without further obligation. Just take a good look at what it has to offer you. We can't say fairer than that, now can we?

FREE! TWO ISSUES

EXCLUSIVE FREE TRIAL OFFER

Not valid after 28th February 1991. UK residents only.

❑ Please send me, without obligation, the next two issues of New Computer Expre

Name.....................................

Address.....................................

....

.....................................Post Code.....................

Telephone Number.....................................

Send to NCE TRIAL OFFER, The Old Barn, Brunel Precinct, Somerton, Somerset TA11 7DY

Write on!

The Amstrad CPC and Plus machines are arguably the best low-price games-playing machines on the market. Particularly since these new Plus machines also contain all the necessary electronic trickery to play the fabulous Amstrad cartridge games now coming out. What's easy to overlook, though, is that the CPC and Plus are both extremely competent general-purpose machines more than capable of a whole range of 'serious' uses. And just one of these is the thing that has changed the lives of letter-writers, students, journalists and authors everywhere – word processing...

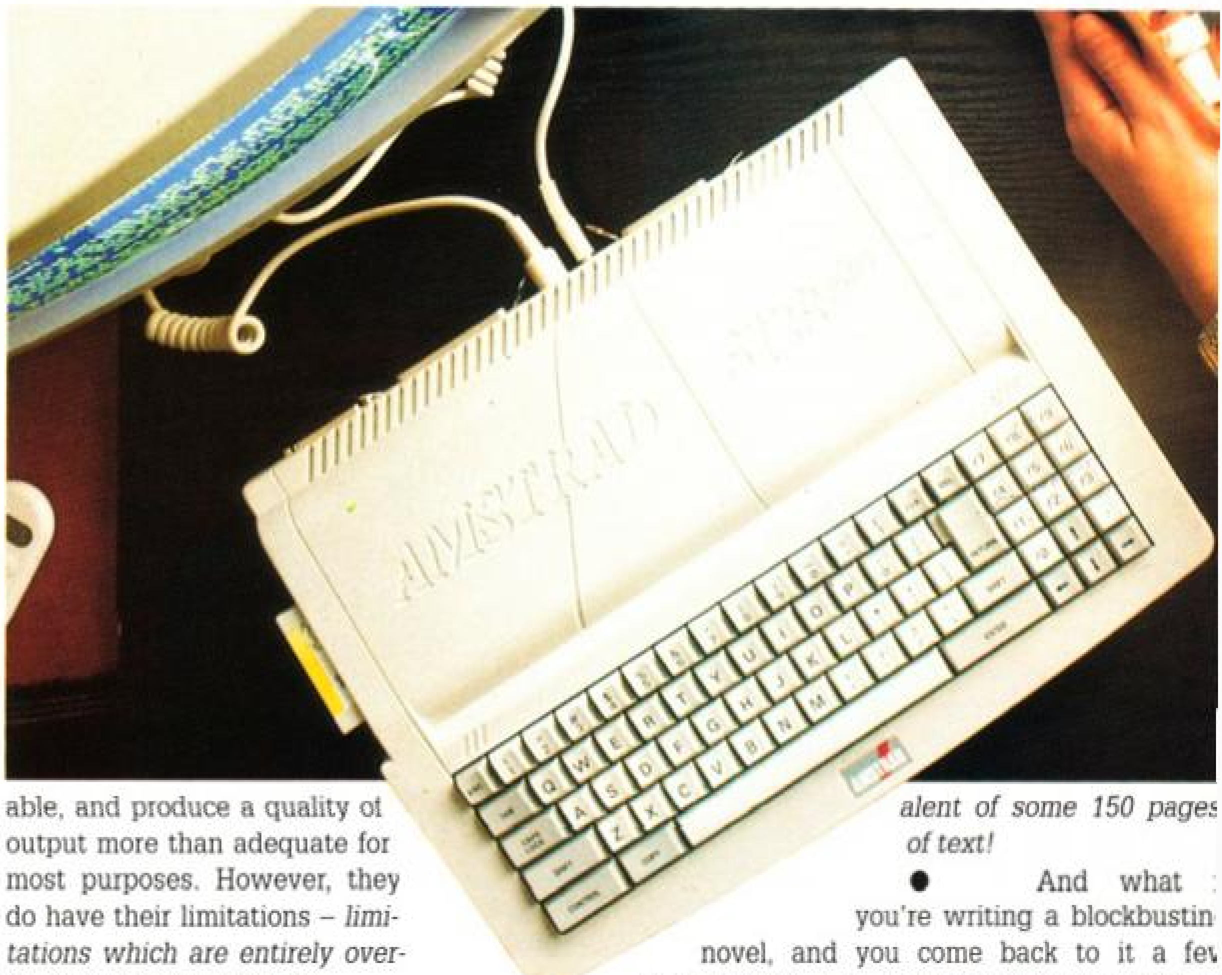
When the CPC range was first launched in 1984, Amstrad marketed it as a genuine all-purpose machine. (Since then, of course, Amstrad has moved into the IBM PC market, which is its new 'serious' interests lie...) As a result, although these days relatively small numbers of new 'serious' software packages are appearing, there are lots of decent programs around anyway.

The main requirements for a machine for word processing are that it has a decent keyboard and monitor, that it has a disk drive for saving and loading files and is powerful and fast enough to process large quantities of text quickly. The Amstrad machines fulfil all of these requirements, and although many people will insist you need a PC for any serious stuff like writing, that's all stuff and nonsense – the Amstrad CPC and Plus machines are more than powerful enough for just about any writing needs.

However, some of the Amstrad machines are more suited to word processing than others:

What's wrong with a typewriter?

People have been using typewriters for years – why change now? They're cheap enough, reliable, and produce a quality of output more than adequate for most purposes. However, they do have their limitations – *limitations which are entirely overcome by word processors...*



- What if you write something and then change your mind? You might not be happy with the sentence construction, or you may realise you've contradicted yourself. Or perhaps you didn't mean to say that just then but wanted to save it for later? With a typewriter there's no choice – you simply have to use pints of Tippex or tear up the sheet of paper and start again. *But with a word processor there's no problem. All the words are there on your screen, and you can move back and change what you've written in the twinkling of an eye.*
- And what if you've just typed out a letter or a school report and you realise you need another copy? Unless you've had the forethought to use (messy) carbon paper when doing your typing, you'll either have to trot down to the photocopier shop (if it's open) or type the whole lot out all over again. *And with a computer? Well, just send your text to the printer again... and again... in fact as many times as you like.*
- If you're a prolific writer, using a typewriter will cause you a few problems when it comes to storing all your old stuff. Basically, you're looking at mounds and mounds of paper mouldering in drawers, and unless you've developed a really mean filing system, it's going to be a nightmare digging out work you did ages ago. *But if you use a computer, you can store all your work on disk – no need for paper at all. A 3-inch Amstrad disk will hold the equivalent of some 150 page*s *of text!*
- And what i you're writing a blockbustin novel, and you come back to it a fe weeks later and decide you want to rewrit whole sections of it? If it's typewritten, c course, you literally will have to retype whol sections, even if you only want to change sentence or two! And then you find that th text is longer or shorter than it was before an that the pages don't follow on neatly and prop erly any more... With a word processor, howe er, after you've made any changes the text wi 'reflow' all the following pages. No problem!
- What if you've just realised that the nam of the archaeologist you've named 1600 time in your university thesis is not 'Bumly' bu 'Bumeleigh'? If you've typed the whole lot ou you're going to be tearing your hair out, sinc not only have you got to find and change ever single instance, the new word is longer tha the old one and there's no way you'll make fit! *With a word processor, all you have to d is set up the Find/Change function (they al have one) to change 'Bumly' to 'Bumeleigh' and then you can sit back – even go and make yourself a cup of tea – while the compute does the rest!*
- Finally, most typewriters have one thing i common – they make a hell of a racke Mechanical typewriters are the worst, but ele tric ones may still have the neighbours bang ing on the wall. *By contrast, computer key boards are comparatively quiet, so you won' keep the whole house awake as you type you memoirs at dead of night. When you print ou the final version, the printer will kick up a bi of a racket, but you can save that 'till daytime.*

Which Amstrad is best?

Now that Amstrad has relaunched the CPC machines as the Plus range – and added a games-only console – the various models need sorting out, particularly as regards their suitability for word processing:

CPC464

This machine loads software from cassette and although some word processing programs are available on cassette, they take a long time to load and the same goes for any text files you want to edit. Saving your work onto tape also takes ages and is not especially reliable. Finally, the 464 has only 64K of RAM, which could drastically reduce the maximum size of any documents you produce. The final thing that stands in way of the CPC464 working as a decent word processing machine is the keyboard. Robust it is. Pleasant to use it isn't.

CPC664

This machine was only available briefly a few years ago, so not many people will own one. Basically a 464 with a disk drive, loading and saving is much quicker and more reliable, but you've still only got 64K of RAM. The keyboard is still grotty, too.

CPC6128

This is the best Amstrad for word processing. It has a built-in disk drive and 128K of RAM, meaning that programs and documents load quickly and you can handle large files (generally up to eight or nine pages of text) without running into problems. Also, the keyboard is much, much improved over that found on the cheaper 64K machines.

GX4000

Amstrad's new console is a non-starter for word processing. What else can you say about a machine which doesn't have a keyboard!

464 Plus

The new version of the CPC464 looks pretty cool, but underneath that fancy white skin the machine is still limited for wordsmiths. It's the same old problem – software and files must be loaded from tape and there is that limited RAM. However, the keyboards on the new Plus machines are excellent – better even than that on the CPC6128.

6128 Plus

An excellent machine for word processing. The same advantages as the old CPC6128, with an even better keyboard – plus, of course, the fact that you've got the ability to play those fantastic new console games!

● With the exception of the GX4000, all Amstrads are sold with a monitor included as part of the package. You have a choice between colour screens and (cheaper) mono versions. Colour monitors are great for games playing, but mono screens are much easier on the eye when it comes to writing on your computer.

JARGON-BUSTING

ASCII FORMAT: Most word processors store your document in a form which only *they* can understand. So if you try to load a document using another program, you'll just get a load of gobbledygook. However, word processors will often have an ASCII option, whereby you can save your text in an industry-standard ASCII format which doesn't retain things like bold and italic commands, but can be 'understood' by just about any other word processor.

BACK-UPS: Sometimes disks 'crash' for no apparent reason, so for especially important files or documents you may want to keep a second copy – preferably on another disk. This is called a 'back-up'.

BLOCKS: Sometimes you'll only be manipulation single words or sentences when you edit a document, but where you are shifting entire paragraphs or pages, these are referred to as 'blocks'.

CURSOR: Usually depicted as a small, flashing square, it shows you the point at which text will appear on the screen when you start typing.

CUTTING: The process whereby quantities of text are selected and then removed. (See also 'pasting'.)

DELETING: See 'cutting'. You can usually delete text either 'backwards' or 'forwards' from the cursor.

DOCUMENT: Also referred to as a 'file'. When you save all your writing it's stored on disk or tape as a 'document' or 'file'.

EDITING: When you go back to a document you've already written and make changes, it's called 'editing'.

FILE: Also 'document'. Computer-talk for your literary masterpiece as saved on disk or tape.

FILENAME: More 'computer-talk'. When you're reloading one of your documents you need to quote the exact filename, or the machine won't find it.

FIND/CHANGE: Nearly all word processors let you search out a particular word and replace it with another. Very useful if you want to change the hero's name in a novel, say, or if you discover you've mis-spelt a particular word that crops up again and again.

FONT: Some printers offer a couple of different type-styles, like `this one`, or this.

FOOTER: For longer documents – magazine articles, for example, or essays – you might want a chapter or section-heading at the bottom of each page. Some word processors can be set up to print these out automatically with each successive page.

FORMATTING: Word processors automatically start you on a new line when you reach the end of the last one. If you insert or delete text later, though, the words may not fit exactly and the text may need 'reformatting'. Some word processors do this automatically, others need to be 'told' to do so.

HEADER: See 'footer'. A space at the top of the page for section headings, page numbers etc.

HELP FUNCTION: Apart from having a printed manual, some word processors have 'help' messages which come up on-screen at the press of a key to guide you through various functions.

INDENT: You can 'tab' text to indent the first line of a new paragraph, but word processors also let you indent entire paragraphs. This is useful in essays, for example, where you're quoting another writer.

INSERT MODE: If you want to edit a document there are usually two ways of adding text. In 'insert' mode the new text forces existing text out of the way, making space for itself. The alternative is 'overwrite' mode, where the new text simply appears over that already there, replacing it. Insert mode is by far the most commonly used – and safest!

JUSTIFICATION: Text will line up fine on the left-hand side of your printed page, but the right hand margin will be ragged due to all the lines being different lengths – unless you set your word processor to 'justify' mode. Then it will insert spaces between the words on each line to make the right-hand margins line up too for a far neater appearance.

LINE SPACING: Just as typewriters can be set to leave different spaces between lines, so can your word processor. Most publishers, incidentally, prefer double-space manuscripts from potential contributors.

LOADING: The act of recovering a file from disk or tape so that you can edit it.

MAIL-MERGE: A feature offered by up-market word processors where any number of identical letters can be sent out to different people. The basic text of the letter stays the same, but the name and address are drawn from a separate database. Useful if you run your own small business, or write large numbers of begging letters to premium bond winners...

MARKERS: These are inserted into your text to set out blocks of text you want to move or to print out in a different style. They are also sometimes used to let you quickly go back to a previous position, and save you having to scroll through the whole document looking for the right spot.

MENU: Most word processors give you lists on-screen of the various options you can select.

MICROSPACING: All word processors will 'justify' text, but some will 'microspace' it too. This involves inserting not whole spaces between words on a line, but whatever size is necessary, so that all the spaces are the same size for an ultra-polished effect.

OVERWRITE MODE: See 'insert mode'.

PASTING: 'Cutting and pasting' is the term used to describe the act of selecting a block of text, 'picking it up' and putting it down somewhere else. It comes from the bad old days of typewriting, where you would physically have to cut out a passage and paste it down somewhere else to reorganise your work.

PRINTER CODES: These are inserted into your text to tell your printer when to put words or passages into bold or italics etc.

PROPORTIONAL SPACING: The smarter word processors will let you select a 'proportional' font which prints 'i's, for example, narrower (as they should be!) than 'w's, say.

RULER: The feature that lets you can set the left and right margins, tabs and line-spacing. Some word processors let you have any number of rulers at different points in the document, some only let you set one.

SAVING: Storing your document on disk or tape.

SPELL-CHECKER: A function in some word processors whereby the computer checks all the words in your document against its own dictionary.

TAB: As with a typewriter, really. With word processors, however, you can usually set left, right, centred and decimal tabs! Heavy stuff, and incredibly useful for tables.

WORD-WRAP: Typewriters might jangle a little bell as you get towards the end of the line, but you can still carry on typing merrily and go off the page without thinking about it. Word processors, however, automatically start you on a new line when they 'sense' a word won't fit on the end of the last one.

Take three word processors...

The trouble with being a journalist is that you get a very narrow idea of what to look for in a word processor. All we want to do is shovel about large numbers of words, while most users are looking for a subtler blend of features. We recruited *Cheat Mode* columnist PHIL HOWARD to take a look at three major Amstrad word processors on the market today...

Despite their many differences, all word processing programs work in basically the same way:

- Once the software is loaded you will see a blank screen: you can simply start writing.
- When you reach the end of the line, the computer will 'sense' when a word is too long to fit and start you on the next line.
- As you write, the screen will 'scroll' downwards, so that your text disappears off the top of the screen. Usually, this only starts happening once you get to within about the last four lines of the screen, so you can always see the last two or three paragraphs you've written.
- At any time you can stop writing to go back and change something you've already done. Various keys will let you move the flashing cursor back to any point in the text so that you can make changes.
- Also at any time, you can stop writing and 'save' your document. This means that your text is permanently stored as a file on disk or tape. If you don't save your work, it's lost as soon as you switch your computer off! Once it's saved however, you can reload it days, months, even years in the future.
- As with a typewriter, a word processor lets you set margins, so that you can control the width of your text on the page and all the tab settings – usually much more precisely than you can with a typewriter. Word processors will also let you centre text painlessly and even 'justify it' (where all the words in a line have spaces added automatically to line up the right hand side of your text).
- Do you want to emphasise something you've written? Headlines can be picked out in bold text, while phrases can be put into italics simply by putting in a 'printer control code' as you write (or you can add them later). These don't change the appearance of the text on-screen, but tell the printer to when to apply these changes. You can also select several different sizes of type and change the line spacing. Again, these won't show up on the screen but will on the printed version.
- How's your spelling? Some word processors offer a 'spell checker' which can weed out all those mis-spellings. Your words are compared to those held in the spell-checker's dictionary, and every time it comes across one it can't find it asks you whether you want to change yo word or add it to the spell-checker's dictiona Obviously a spell-checker can't detect incorre usage – such as using the word 'their' inste of "there' – but it can find a surprising numb of more obvious clangers that you might ha missed.

HORSES FOR COURSES

So which one do you rush out and buy? Well, you've got the money, you know what your going to use it for, you decide!

If you are a journalist, or someone who will be bashing out text for most of the day, and you are prepared to invest a fair bit of time and effort getting the best from it, then pick *Protext* – it will not let you down. You will have to spend more cash if you require a spelling-checker, though!

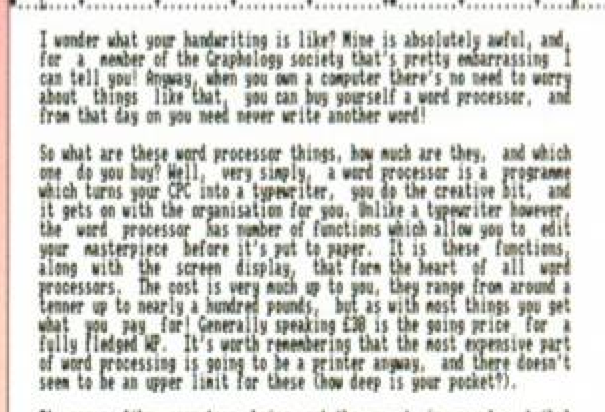
If you decide you want to do an occasional bit of typing and need a helpful word processor that offers a good deal of flexibility, vast file handling, and you aren't bothered about the speed, then *Tasword* may well be the one.

If you are an "average" user who is looking for a very reasonably-priced, slick word processor and spell-checking package which may not support your every whim but is a sound and speedy workhorse, then go for *Brunword* – it has a great deal to offer. The choice is yours...

Brunword 6128

£30 ● Brunning Software, 34 Helston Road, Chelmsford, Essex CM1 5JF (0245 252854)

There are two main versions of *Brunword* – *Elite* and *6128*. The *6128* version is a very competent word processor written specifically for the CPC, and makes very good use of the machine's capabilities. Incorporated in the package is a memory-resident spelling checker, which loads into the second bank of memory with the main program. (If that sounds like technical gobbledygook, it just means that spelling can be checked instantly, there's no wait while things load from the disk.) The utilities which make up the word processor have been refined over the years to optimise its performance, making the speed in handling on-screen text superior to all other word processors. The spelling-checker has an impressive directory of 30,000 words – equivalent to an average pocket dictionary – and incorporates the facility to add another 5,000 words of your own choice.



● *Brunword* has by far the best spell-checker of the three reviewed, and is a highly competent all-round program.

The actual word processor bit splits the memory into two parts – a work area and a file area. Files can be swapped in and out of these, providing temporary storage

The external (non-editing) functions, disk, printer, spellchecker, Find function etc are controlled initially from a command line, and sec ondarily from a set of menus. All the manipulation of text is dealt with on-screen in a friendly, understandable and speedy way.

The spelling checker is without doubt one of the most importan features of *Brunword*. Being memory-resident, it is possible to check a word immediately it is written. You will be tol FOUND if the word is in the dictionary, or given the option to SAVE, EDIT or ask for HELP if not. HELP instigates a two-tier search to find a reasonably close match – the program will display what it considers to be the correct word for your inspection.

A complete spellcheck of the text is also possible, which runs past each word in the work file, checking against the dictionary as it goes.

The program has been cut down to be economica on space while retaining most of the 'big' word processing features. It has a couple of irritating features, though. Selection of some function keys could have been better, while the lack of a command to convert lower to upper case would have been useful. The manual, although complete, doesn't supply an appendix of command keys. On the plus side, however, *Brunword* allows the option to save files either in its own format, or in ASCII form (files can then be loaded into other WPs). Also, its on-screen performance speed.

The contenders

There are three main contenders for the title of best word processor for Amstrad range, all about the same price and all with similar looking specs – *Brunword*, *Protext* and *Tasword*.

In general, manufacturers have concentrated, not surprisingly, on the Amstrad 6128. The 464 really wasn't designed with word processing in mind, and tape is obviously not the best storage medium. *Brunword 6128* and *Tasword 6128* are supplied on disk and use extra banks of memory to provide enhanced facilities. You will need either a CPC 6128, or an expanded 464 Plus with disk drive, to run these. *Tasword 464* and *Brunword 464* were originally supplied on tape specifically for the CPC 464, but were cut-down versions. You will need to check on availability. *Protext* is supplied on tape, disk or ROM, and it will run on the both 464 and 6128!

COMPARATIVELY SPEAKING

Following is a set of rough timings to give you an idea of what speeds to expect from each word processor.

	BRUNWORD	PROTEXT	TASWORD
Load - 20K file	9 sec	7 sec	27 sec
Save	10 sec	10 sec	24 sec
Move cursor to end	3 sec	1 sec	5 sec
Move cursor to start	1 sec	1 sec	5 sec
Replace AND with ALSO	74 sec	5 sec	94 sec
Delete 17K block	15 sec	1 sec	17 sec
Copy 3K block	4 sec	1 sec	3 sec
Justify 3K paragraph to new margins	4 sec	2 sec	136 sec
Spell check 3366 words	52 sec	384 sec	1126 sec

(The spell-checking figures are lifted from an old Brunword advert.)

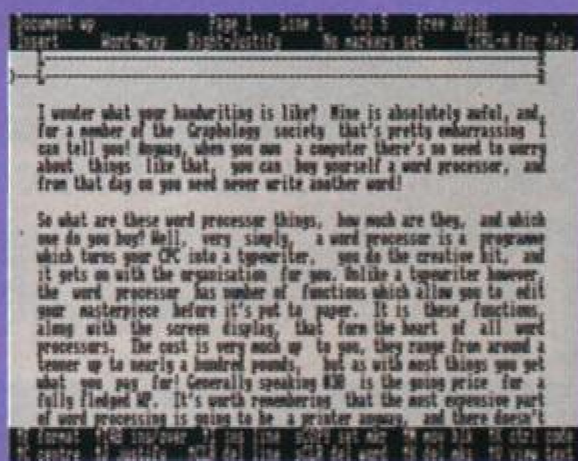
Protext

£26.95 ● Arnor, 611 Lincoln Road, Peterborough PE1 3HA

The phrase "All singing, all dancing" springs to mind when you look at this package. It is without doubt the most complete word processor available for the CPC and, what's more, it will run happily on the 464. If you can think of a facility that you could use, then it will be in there somewhere.

Protext is very much a professional-quality program. There are no menu-driven parts to slow it down, for a start.

Instead, a command area appears in the bottom half of the screen when ESC is pressed, allowing you to type in commands which will organise the printer, disk, etc. To give you some idea of *Protext's* thoroughness, there are *six* different FIND and REPLACE



● *Protext* is powerful, efficient and very, very fast.

parameters, a command to goto a specific line, page or column number, and even a command which alternates two adjacent characters!

All this control obviously comes at a price, which is the time it takes to get to grips with *Protext*. It isn't an easy package to learn, and many of the features do make you wonder whether you would actually use them at all. However, a very good manual is supplied, complete with useful 'look-up' tables in the appendix, for when you get lost.

Protext is unique in that it uses an off-screen system for manipulation of the text and, due to this, it is very, very fast! By the time you have recovered from working out which keys to press the operation is completed and the screen is updated. This is a real bonus if you are looking to save time, but doesn't really let you see what is going on. There is something particularly satisfying in watching your creation being re-organised on screen!

A spelling-checker is available on a separate disk (and at a price), and although it's easy to use and well-documented, it's not particularly fast or convenient. Being disk-based, the spell-checker obviously doesn't offer a "real time" check.

Tasword 6128

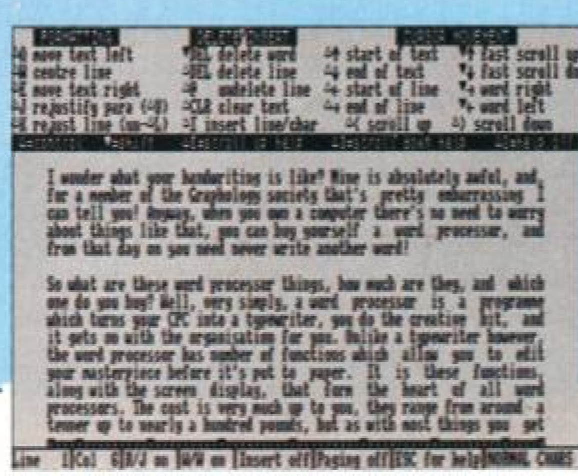
£29.95 ● Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN (0532 438301)

Tasword has been around for some time in one shape or another, and I'm afraid it's beginning to show! There's nothing wrong with the mechanics of the program – it will do just about anything that you ask – but it's so s-l-o-w (it always looks to me as though the elastic band's bust!). You may not think that speed is everything, and in fact it's quite good fun (the first few times) watching the words justify themselves on-screen, but after a couple of weeks you just want to wind it up!

The insert mode (whereby you insert words or phrases into the body of already-written text) is appallingly slow, due to *Tasword's* justify routine. Since this is the most frequently-used mode, it's a real cause for concern.

The main structure, file handling, search, printer application etc commands are menu-driven and exceedingly flexible. The manual encourages you to modify the structure (colours, startup conditions etc) and create a personalised disk – a nice feature.

Tasword 6128 makes good use of the CPC's 128K of memory by banking text in and out of a RAM-disk (the second 64K). This facility allows very large files to be contained



● *Tasword* is excellent for beginners, but too slow for heavy use.

and manipulated within the computer. However, the larger the file is, the slower *Tasword* performs, so unless you particularly want 56K files (and it is very handy if you do!) then you would be well advised to keep the size down.

The top quarter of the word processing screen, in text editing mode, can optionally be used to display the most frequently-used command keys (it can be replaced by text once you know them off by heart). Plus, only one keystroke away, is a full-screen Help display of the entire command key set. These features are an excellent learning aid, and probably make *Tasword* the friendliest word processor of the three to use.

Once again, a spell-checker is available on disk (for a price) and once again is fairly slow and quite inconvenient.

Printing makes perfect

It's all very well having your immaculate text laid out on the computer's screen – you've gone through it, got rid of all those spelling mistakes, and it reads perfectly – but if you want anybody else to see it, then at some stage it's got to make the transition from screen to paper. And for this, you need a printer...

There are several types of printer, each using different methods for producing printed copy, but for our needs, the dot matrix printer is the only real option.

The advantages of dot matrix printers are that they're fast, extremely flexible, can produce reasonable quality output, but, most importantly, they're cheap.

A dot matrix printer works by forming characters (letters, numbers etc) with a tiny grid of dots – a dot matrix. This is mounted on a moving print head which skates from side to side across the page, hammer out letters on the page through an inked ribbon.

The printer receives its instructions via a cable running into your computer. Most printers have what's known as a 'Centronics interface'. This is simply the socket where you plug the printer into the computer. You'll also need a connecting lead, of course – see the box on this page to see exactly what type you need.

When choosing a printer there are a few main factors to take into consideration. **Price**, **printout quality** and **speed** are the most important.

Price

Prices start at about £150. This is the budget end of the market, but quality is still good, and should be more than adequate for most people's needs.

Printout quality

Dot matrix printers generally have two different output qualities; draft and near-letter-quality (NLQ). Draft tends to look very 'dotty' in appearance. It's fine for your own use, but for any correspondence that you send out or articles for the local paper etc, it's preferable to use a better quality printout.

NLQ provides this. Each line of text is printed twice, with the second pass being slightly offset from the first. This breaks up the dottiness, and gives a much crisper, more solid look.

Speed

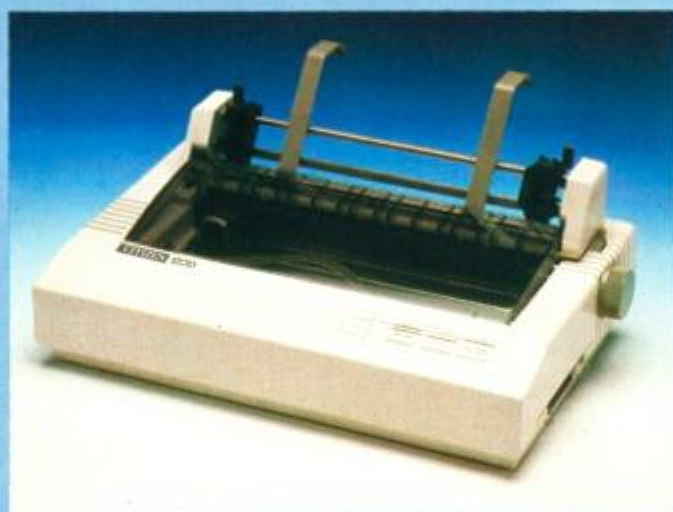
Speed is measured in characters-per-second (CPS) of output. NLQ printing takes about four or five times as long as draft. A printer running at 100 CPS would (very roughly) take around 45 seconds to print an A4 page.

AA'S GOOD-BUYS (SUB-£200 PRINTERS)

Citizen 120D Plus

The Plus is an improved version of the extremly popular 120D. It has the reputation of being a 'cheap and cheerful' printer – it can be picked up for as little as £140.

The printer outputs text at a rate of 120 CPS Draft, and 24 CPS in NLQ mode. It's a bit of an old fashioned design, and is a bit fiddly to use. It has one of the best manuals of any printer, though.



Draft quality is poor. NLQ, though, is crisp and very readable.



Star LC10

Probably the best of the budget buys. The LC10 will cost around £170 at mail order prices. The LC10 prints at 120 CPS Draft, and 30 CPS in NLQ mode.

It's a friendly printer because many of the functions are directly accessible from the machine's front panel – different fonts can be selected, NLQ can be set, etc.

Print quality is good. An interesting option is the LC200. For an extra £50 you can get a colour version. Not particularly useful for word processing, but it opens up interesting possibilities with other applications.

LEAD ON

You'll need a lead to connect your computer to the printer; the type you need depends on whether you have a CPC or Plus machine.

Things are far less complicated if you have a Plus. Walk into any computer retailer and ask for a standard Centronics printer cable. Then it's a case of plug in and go.

If you have a CPC, you'll need a different lead. This is because the printer port on the CPC has a non-standard connection. It's still a Centronics cable that you need, but with a different connector on the CPC end.

The 'official' lead to connect your computer to a printer is the Amstrad PL-1. However, the CPC offers one or two anomalies that need to considered when it comes to connection to a printer.

- Firstly, it only has a 7-bit printer port. If that sounds like technical gibberish, all that it means in practice is that certain characters cannot be printed – but this shouldn't have any effect during normal word processing. You can purchase 8-bit ports for the CPC as optional extras, but for most people shouldn't be necessary.
- The second oddity is known as 'pin 14 syndrome'. Because of the way the CPC is wired up internally, some printers produce a large gap between lines of text (funnily enough, this doesn't happen with Amstrad's own-brand printers!). It's easily remedied by disconnecting one of the pins on the printer lead.

The Amstrad PL-1 lead costs around £15. However, cheaper versions are available from mail order stockist at around £5 less. They also offer the advantage of having the offending pin disconnected, so that if you propose to use a non-Amstrad printer they are the best choice. Before buying, check with the supplier that the lead *does* eliminate the 'pin 14 syndrome'!

DISCOUNT SOFTWARE

from M.J.C. SUPPLIES

DISC GAMES

MJC SPECIAL
TWIN WORLD
RRP £14.95 **Our Price £9.95**
Offer runs from 1/02/91 to 28/02/91

Back to the Future 2....10.95
Castle Master....10.95
Edition 1 Compilation....17.95
Golden Axe....10.95
Hammerfist....10.95
Hollywood Collection....14.95
Kick Off 2....10.95
Lords of Chaos....10.95
Lotus Esprit Turbo Challenge....10.95
Monty Pythons Flying Circus....10.95
Nightbreed Arcade....11.95
Oriental Games....10.95
Pipe Mania....10.95
Puzznic....10.95
Rick Dangerous 2....10.95
Rainbow Islands....10.95
Shadow of the Beast....12.95
Sim City....12.95
Snow Strike....10.95
St Dragon....10.95
T.N.T. Compilation....17.95
Teenage Mutant Hero Turtles....12.95
Wheels of Fire Compilation....17.95

EDUCATIONAL

Learn to Read with Prof (4-9)....19.95
LCL Primary Maths Course (3-12)....19.95
LCL Micro Maths (11-GCSE)....19.95
LCL Micro English (8-GCSE)....19.95
LCL Mega Maths (A-Level)....19.95
Answerback Junior Quiz....11.95
Factfiles *(require Answerback Quiz)*
- Arithmetic (6 to 11 years)....7.95
- Spelling (6-11)....7.95
- Sports (12-adult)....7.95

Fun School 1 *10 programs per disc*
- For 2 to 5 years....6.95
- For 5 to 7 years....6.95
- For 8 to 12 years....6.95

Fun School 2 *8 programs per disc*
- For 2 to 6 years....8.95
- For 6 to 8 years....8.95
- For 8 to 12 years....8.95

Fun School 3 *coming soon!!!*
- For 2 to 5 years....11.95
- *ages 5 to 7 and 7 to 12 coming soon*

French Mistress *12 to adult*....15.95
German Master....15.95
Spanish Tutor....15.95
Italian Tutor....15.95

CASSETTE BASED

Mini Office 2....9.95
Maxam 464....15.95
Protext 464....15.95
Tasword 464....15.95
French Mistress....12.95
German Master....12.95
Spanish Tutor....12.95
Answerback Junior Quiz....7.95

DISC SERIOUS

Protext....17.95
Prospell....16.95
Promerge....16.95
Tasword 6128....23.95
Tasword 464-disc *(464/664)*....23.95
Taspell....14.95
Tasprint....11.95
Tascopy....11.95
Tasdiary....11.95
TasSign *(6128)*....23.95
Qualitas Plus v2....14.95
Qualitas Font Library....11.95
Qualitas CPM+ disc....8.95
MiraPrint *(24 pin Qualitas)*....19.95
MiraCopy *(24 pin screen dump)*....14.95
Masterfile 3 *(Database)*....29.95
Mastercalc 128 *(Spreadsheet)*....25.95
Matrix *(Spreadsheet)*....29.95
Stockmarket *(share analysis)*....25.95
Money Manager *(home accounts)*....21.95
Stop Press Desktop Publisher....34.95
Extra! Extra!....19.95
X-Press v2.0....18.95
Sprites Alive!....17.95
Sprites Alive! Compiler....22.95
Maxam Assembler....18.95
Mini Office 2....13.95
Advanced Art Studio....19.95
ColourDump 2....12.95

CPM BASED

Protext CPM *(inc Spell & Merge)*....39.95
At Last Plus....29.95

Supercalc 2, *special price*....**£39.95**

Arnor C Compiler....35.95
Hisoft C Compiler....35.95
Maxam 2....35.95
Hisoft Devpac 80 version 2....35.95
Nevada Fortran Compiler....35.95
Nevada Cobol Compiler....35.95
Hisoft Pascal 80....35.95
Iankey Crash Course....18.95
Iankey Two Finger Typing....18.95

CF2 DISCS
Maxell: 5 for £11.00
10 for £19.95
Amsoft: 5 for £12.00
10 for £21.95

ROM BASED

Protext....27.95
Prospell....22.95
Promerge Plus....22.95
Maxam....27.95
Maxam 1.5 (needs Protext ROM)....20.95
Utopia....20.95
BCPL....21.95
Rombo (if ordered with ROM)....28.95

ACCESSORIES

Mastering Machine Code Book....8.95
Programming the Z80 book....23.95
DKT 64K Memory Expansion....45.95
Multiface 2 Plus....39.95
KDS 8 bit Printer Port....18.95
CPC-Centronics Printer Lead....9.95
464 Keyboard-Monitor Ext Lead....6.95
6128 Keyboard-Monitor Ext Lead....7.95
FD1 Disc Drive Lead (664/6128)....7.95
Monitor & Keyboard Dust Covers 7.95
(state Colour/Mono & 464/6128)
3" disc drive head cleaner....6.95
Quickjoy 2 Turbo Joystick....9.95
Cheetah 125 Plus Joystick....7.95
Cruiser Joystick....9.95
Competition Pro 5000 Joystick....13.95
AMX Mouse & interface....34.95
Advanced Art Studio & Mouse....49.95
AMX Art software & Mouse....59.95
Stop Press & Mouse....64.95

NEW 3.5" DISC DRIVES

Quality 3.5" disc drives enabling your CPC to use the cheap 3.5" discs in either standard 178k format or with Ramdos formats up to 800k can be used. The drives come complete with built in power supply, on/off switch, cable, and even a 3 pin plug. Suitable for all CPC's, although 464 owners must have a DDI-1 before these drives can be used.

3.5" Disc Drive (complete)....79.95
Ramdos (big format software) 19.95
ROMdos (as above, with ROM) 24.95
10 3.5" blank discs....6.95
20 3.5" blank discs....13.00

AMSTRAD 6128 PLUS COMPUTERS

Amstrads replacement for the CPC 6128 is now available.
with Colour Monitor £399.95
with Mono Monitor £319.95

RIBBONS

Printer	Quantity 1	2	5
DMP 2000/3250	3.00	5.50	12.95
Panasonic KXP1081	3.95	7.00	15.00
Citizen 120-D	3.95	7.00	15.00
Star LC-10 Black	3.95	7.00	15.00
Star LC24-10	4.95	9.00	18.00
Panasonic KXP-1124	5.95	11.00	---
Star LC-10 Colour	5.95	11.00	---
Star LC200 Mono	5.50	10.00	---
Star LC200 Colour	10.95	19.95	---
Star LC24-200 Mono	4.95	9.00	---
Heat Transfer Ribbons (for iron-on transfers)			
Citizen 120-D	10.95	19.95	
Panasonic KXP 1081	10.95	19.95	
Star LC-10 Black	10.95	19.95	
Star LC-10 Colour	16.95	29.95	

ALL ABOVE PRICES INCLUDE VAT, POSTAGE & PACKING IN THE U.K.
THE ABOVE SOFTWARE IS ONLY FOR THE AMSTRAD CPC RANGE

Quali Pack V.2

The Print Enhancement Package
Qualitas Plus V.2
KDS 8 Bit Printer Port
R.R.P £36.90
Package Price £31.95

Quali Pack Extra V.2

Qualitas Plus V.2
KDS 8- bit printer port
Qualitas font library
RRP £51.85 Our Price £41.50

PRINT COLOUR GRAPHICS!

At last it is possible to get colour screen dumps from a 6128! **Colourdump 2** *is available exclusively from M.J.C Supplies. Will take a standard screen file from the Advanced Art Studio or created with AMX Art, and Prints out in full colour on a Star LC10 colour printer. Also works on Epson compatibles (inc. DMP 2000/2160) with coloured ribbons.*

Colour Dump 2 £12.95
Advanced Art Studio £19.95
Star LC-200 PRINTER £219.95

PRINTERS

All prices include cable, ribbon, VAT, and postage and packing. Courier service available, add £5
FEEL FREE TO CALL FOR ADVICE

CITIZEN 120-D PLUS
A cheap Epson FX compatible, with a range of text styles and sizes in draft mode, limited in Near Letter Quality.
£139.95

PANASONIC KXP - 1081
Well built and very reliable, offers all the sizes and effects of the Citizen 120-D, but offers NLQ in all combinations.
£159.95

STAR LC-10 Mk 1
On a par with the Panasonic for build, speed and NLQ combinations, but offers 4 different NLQ styles and double height effect. Great value
£169.95

PANASONIC KXP-1180
Offers 4 NLQ fonts, and fast printing. A direct competitor for the old LC-10 mark 2
£179.95

STAR LC10 MARK 2
Identical to the Mark 1, but 25% faster.
£189.95

STAR LC-200
The latest colour printer from Star. Not only very fast, but offers new paper handling features. Probably the best buy for Christmas
£219.95

STAR LC24-200
The replacement for the popular LC24-10, with the same 5 letter quality fonts, shadow and outline effects, and again, much quicker and with improved paper handling. Please call for advice if you require graphic output
£269.95

PANASONIC- KXP 1124
Excellent text quality, build quality, paper handling and control panel. Please call for advice if you require graphic output
£259.95

PRICES INCLUDE VAT & POSTAGE TO THE U.K.
Education, Local Authority and Government orders welcomed.
Overseas customers also welcome, please call or write for quotations.
All goods subject to availability, all prices subject to change without notice. E&OE.

CALLERS WELCOME: 9.30 TO 5.00, SIX DAYS.

Access · VISA · MasterCard · EUROCARD

M.J.C. SUPPLIES, (AA)

2, THE ARCHES, ICKNIELD WAY, LETCHWORTH, HERTS, SG6 1UJ
TELEPHONE ORDERS AND ENQUIRIES
LETCHWORTH (0462) 48.11.66 (6 lines) FAX: (0462) 670301
Prop. M.J. Cooper

Forum

If those problems have you swearing, don't be shy, ask Doctor Waring!

Tiny Type-Ins

feel I have to write to you about 3 subjects. I n a new reader and only buy the magazine r the "Type-ins". You can learn more from ping in and debugging one of these listings an you get from playing 100 games.

Unfortunately, you print this feature in as nall a print as possible, and to add insult to jury you print them on pages with various hades of grey. I am 67 and feel that you are ot giving enough consideration to the weaker yesight of your readersI have to resort to my ading glasses and a strong magnifying glass!

Re 'Fastbrot" listing in December issue:

I am not familiar with previous Mandelbrot' programs and find the options on reen unhelpful. Prompts are given for 'Lt, ottom, Zoom, P, Q.' Nowhere in the listing can see any indication as to what figures are to be ntered for these options. I have tried 640,400 nge and many smaller figures down to 1,1. I n getting little or nothing as regards esponse on my screen. (I found the 3D Mandelbrot Generator listing in September sue interesting and was looking forward to e Fastbrot one.)

Re 'Madballs' listing in December issue:

I find that neither the joystick, Cursor, or eys options appear to work. In every instance e cursor is movable horizontally, but not vercally and the 'jump' key does not work.

I have recently changed from my old CPC 54, and have bought a new AMSTRAD 6128+ sk machine. Could it be that the new achine is not compatible with these prorams? We were assured that the machine was ompatible with old games and software.

Thank you for your kind attention. Any help ou can give to enable me to get some enjoyent from the afore-mentioned listings would e much appreciated.

S Gardner
Stratford

Sorry about the grey tints behind some of the listings in Type-Ins. Ollie does get a little carried away sometimes (usually by men in white coats). Anyway he has agreed to no more tints behind the listings themselves...

Type-Ins are space-consuming things. We try and find the best compromise to fit as many as we can without making the type too small. If we were to increase the size, you'd lose out on the number of programs printed.

It appears there was a line missing from the Fastbrot listing (see the letter elsewhere on the page). The line to be added is 2454 RETURN. As for Madballs, we're not aware of any problems. Check your typing!

● The missing lines

I am having a problem with *Stop Press*. Whenever, I load a screen saved by any method (including Multiface) the top part is missing – obviously the bit that would normally appear where the line of pull down menus are situated, which seems to indicate that the screen on *Stop Press* isn't therefore a true screen. Does anyone know of a way round this problem, as I had considered buying like the Dart Scanner but I suspect I would just have the same problem on loading in the screen.

Jo and Andrew Wood
Rochdale

I think you may be stuck with it. However, I'm willing to be proved wrong.

● Driving lessons

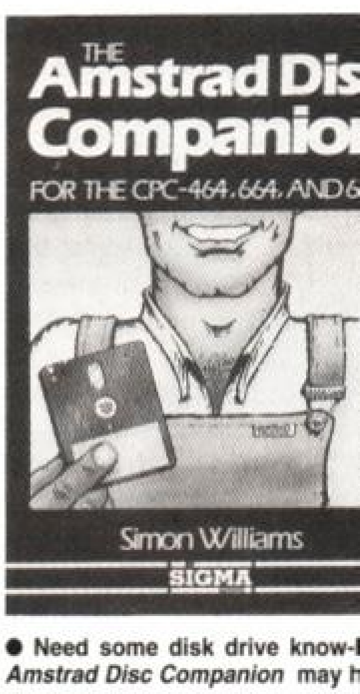
Please, please, please, could you help.

I am doing a project for Higher Computing at school on disk drives and intend to specialize on the built-in drive on a CPC 6128, but I have hit a problem and that problem is that (without pulling my computer apart) I have a definite lack of info. Would it be possible for you to give me an address from which I might be able to obtain DETAILED information on the drive in question. I would be very grateful for this.

Maybe someone, somewhere out there, has some info as well, since I also require info on the different type of formats and how it looks on a disk (i.e. sectors tracks etc.) and maybe even explain how user areas work...

Corran C. Musk
Lossiemouth, Moray

It's down to the bookshop for you my boy! The Amstrad Disc Companion by Simon WIlliams should have all the information you need. It costs £7.95 and is published by the Sigma Press, 98a Water Lane, Wilmslow, Cheshire SK9 5BB. ISBN 1-85058-034-0.



● Need some disk drive know-h *Amstrad Disc Companion* may h answers...

● Tape to tape

I have a 6128 and wish to copy tape to tape. I have a tape drive extension, is it possible? If so could you please tell me how to go about it.

Aaron Harrison
Staines, Middlesex



You will firstly have to load the file from one tape into the computer's memory, and then save it out again. If it is a BASIC program then this is easy. Just load the program in the normal way with LOAD"filename". Then save it onto the blank tape with SAVE"filename".

It's rather more complicated when dealing with machine code files. You have to know the start address and length of the code. Assuming you have this information, the code is loaded in the normal way, and then saved with SAVE"filename",B,start, length.

● Four disk driving

I have RODOS and a 3.5-inch drive which I use with *Protext*. As long as I don't mail merge, it works fine.

I also have two 3-inch drives which I used a lot for business before RODOS and ROMDOS were available. Ideally, I would like another 3.5-inch drive for easy back-up copying.

As Rodos is capable of supporting 4 drives, how is it possible to connect them together? Is it only necessary to buy the connectors and cable and wire it up, or is there more to it than that, such as another interface?

Also do you know of a way to switch the ROMs off without resetting the computer as |romon7 and |zap,n does, so I can use a menu to select various programs which aren't compatible with RODOS.

I would appreciate it if yourself or one of your readers could come up with an answer.

David Dawson
Leeds

Does anyone have any experience of using RODOS with more than two drives? If so, let us in on the secret!

● TV Guide

I have had my CPC6128 since last Christmas and I am very pleased with its performance.

My sister has got a Spectrum 48+ (Boo!) and she is wondering whether she can connect it to a colour monitor – any make – instead of a TV – I doubt it some how because of the Spectrum's poor graphics. Also how much would the monitor cost?

I also have some more questions -

1. Could I use the Genius Mouse to play software? If not then could I use the Multiface II, to poke it somehow?

2. Would a portable colour TV display all of the Amstrad console's colours?

3. Will there be a *Games Buyer Guide* as you mentioned in *AA63*?

I shall finish of by saying that your Magazine is brilliant and probably the best magazine you can buy.

Please help, as I am a loyal and very consistent reader, who thinks the world of your Mag.

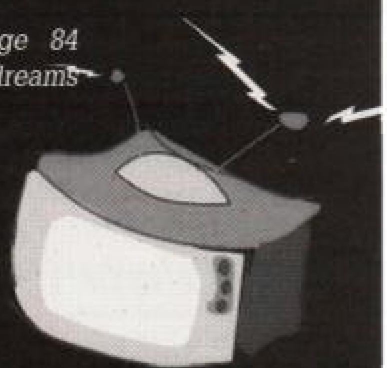
Chris Stone
Tiptree, Colchester

I'm afraid your sister won't be able to plug her Speccy into a monitor. This has nothing to do with the quality of the graphics, though. Early Spectrums didn't have an RGB output – which is the signal that monitors use to display a picture.

1. You'll only be able to use the mouse with software designed to work with it. Altering the program to work with the mouse would be very, very, difficult. So the answer's no.

2. Yes, you'd get all the colours on a telly, the display wouldn't be as good quality as on a monitor though.

3. Turn to page 84 Chris! All your dreams will come true.



● Can you plug an Amstrad GX4000 console into an ordinary portable TV?

● File recovery

I have heard that it is possible to recover an ERASED file is this true? and if so, how do you do it? Also I have heard that you make your waiting three times bigger than MODE 0 writing, is this true? And if so, could you please tell me how to do both of these things.

Tom Jones
Darlington, Co. Durham

Erased files can indeed sometimes be recovered. When you delete a file from disk, the operating system simply marks it as being suitable to write over.

Anyway, it's done like this:

```
POKE &A701,229:|REN,"0:filename","filename":POKE
&A701,0
```

The poke sets the user area to 229, the number that the operating system uses to designate an erased file. Then, the file is renamed to be in user area 0. Hey presto, it's back!

Be warned though: if you subsequently save other programs, they may overwrite the erased file.

● Not so fast...

Thank you for publishing my *Fastbrot* Generator in *AA63*. Unfortunately, there was a small bug in the code. (Red face, blush! blush!) Add the line:

```
2425 RETURN
```

then all will be hunky-dory.

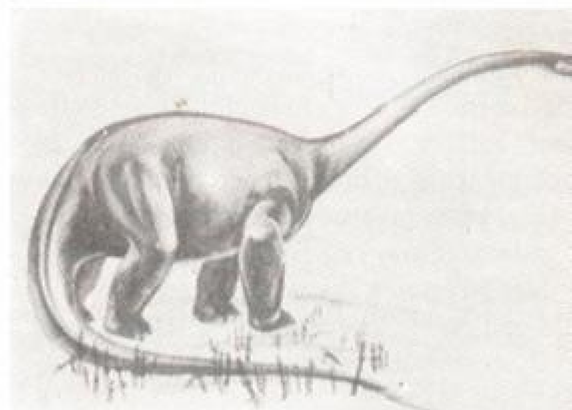
Incidentally, since submitting the progra in the distant mists of time, I have implemen ed extra features. Copies are available at a ba gain basement price of £0.00, tape only, provi ed a SAE and cassette are received. (No stam no program.)

Finally, a small routine to clear the scree quickly.

```
LD A,0
LD HL, &C000
LD (HL), A
LD DE, &C001
LD BC, &3FFF
LDIR
```

D Catchpo
Scunthorpe, S Humbersic

Thanks for letting us know about your bo boo. Anyone having trouble with Fastbro should add the line to make things righ again. Oh, and thanks for the offer of th upgraded version. You're a star.



● Ticking off



Being an occasional user of machine code, I very rarely need to write large m/c programs, using interrupts but I am at a loss on how to use the firmware to implement them, as the detail in the Amsoft Firmware manual is rather scant.

My problem is that I need to display the first 3rd of the screen in mode 2 and the other 2/3rds in mode O. I understand I will have to use a fast ticker counter, but have no idea about how to set up event blocks on the fast tick list or how to kick them off. Please help!

Also, what happened to *Cracking the Code*? It seemed to disappear around 58-59 ish.

Chris Street
Chesterfield, Derbyshire

It's a bit of a complicated subject. Luckily, our series Naked Video (the instalment in AA59 in particular) should tell you all you need to know about splitting the screen in that way.

Cracking the Code has indeed disappeared. However, machine code queries can be addressed to Forum and I'll do me best to sort you out.

● Upgrade options

I have seriously been thinking about upgradir to 6128 Plus, considering it would be cheap to do this than to buy all of the externals to n CPC464 i.e. Disc Drive, Console, Soundblast etc... My query is this:

When a game is bought for disk, what fo mat does it come on: 3" 3.5" or 5.25"? If it either 3.5" or 5.25" then how would you tran fer it to 3"? If there was a copyright progra on it?

Do you need a mouse interface to use mouse on the 6128?

When is it, though, that a 'widget', as yo call it, will be available to make it possible use tape software on the 6128 as this high depends on my upgrade decision?

I hope you will print this letter as I dear need to know the answers.

Paul Pippa

Huntingdon, Combs

The Plus's disk drive is identical to the CPC's. It takes 3-inch disks, and will load Amstrad games without difficulty.

At the moment yes, you would need to plug in an interface to use a mouse. Those new control ports may offer some interesting possibilities, though...



● The new 6128 Plu inch disks just like the

● Know what I mean, 'Array?

Help! I've owned by CPC 464 for about 4 months.

I am a competent programmer in most BASICs, but the Amstrad manual I got with the computer isn't very helpful for learning some of the finer points of Amstrad BASIC.

My main problem is loading and saving data for and from dimension arrays, e.g. how do I save and load information for A$ (100,14) and X (100,10)???

I understand the open... close... commands are used, but experimentation has proved useless and, as I've already said, the manual says virtually nothing about these commands.

Lastly, how to do I dump a screen display onto a cassette?

J M Dennison
East Sussex

To save an array to tape:

```
0 OPENOUT"data"
0 FOR N=1 to 100
0 PRINT #9, A$(n)
0 NEXT
0 CLOSEOUT
```

To load the information back again:

```
0 OPENIN"data"
0 FOR N=1 TO 100
0 INPUT #9,A$(n)
0 NEXT
0 CLOSEIN
```

To save a screen to tape:

```
SAVE"!SCREEN",b,&c000,&4000
```

– the exclamation mark prevents the 'Press play and any key' message being printed all over the screen you want to save.

● Print probs

My mum has just bought a new Star LC-200 printer (it replaces the LC-10 colour). My dad will use it for letters, my mum will use it for leisure and I will use it for school.

We have hit upon a slight problem – we cannot get it to print. We use *Protext* on a CPC 6128 and we have tried everything we can think of. We have all the appropriate connecting leads, interface, etc. And when in *Protext* we try to get it to print, the printing bit moves but does not print.

Please help, if I don't get it printing, I won't get a birthday present. Please, please, please answer this letter.

Andrew Bunney
Romsey, Hants

It is a bit of a problem, isn't it, a printer that does not print? I have no idea why it's not working – the LC-200 is perfectly compatible with the CPC.

The only thing I can think of is that the lead may be connected upside down – which you result in similar effects to the one you describe.

If that doesn't do the trick, then you'll have to try and diagnose exactly where the fault lies. If you know someone else with a computer or printer then try out various combinations; your computer, their printer etc...

● Nicked!

I have got a CPC 6128 and someone stole my monitor, my question is:
Will the computer run properly on a MP-2??

Lee Davies
Bristol

Yes.



● Get moving

Ever since I started programming, which was when I was 7 years of age, I have wondered how to move a character around the screen by using either joystick or keyboard. I have written to see if you can help me by sending me a program which enables me to move a character around the screen. I am very familiar with the Amstrad and I enjoy programming. Please, PLEASE help me it's all I ask. I own an Amstrad CPC 464

Shayne Gould
Redditch, Worcs

The stages for doing this are as follows: Erase the old character from the old position. Check the joystick and update the co-ordinates. Print the character in its new position.

This should do the job. It's a bit flickery, and crashes if you try and move off-screen, but it should point you in the right direction:

```
5 CLS
10 x=10:y=10
20 LOCATE x,y:PRINT" "
30 IF INKEY(72)=-1 THEN y=y+1
40 IF INKEY(73)=-1 THEN y=y-1
50 IF INKEY(74)=-1 THEN x=x+1
60 IF INKEY(75)=-1 THEN x=x-1
70 LOCATE x,y:PRINT CHR$(248)
80 GOTO 20
```

● Hide and seek

I am a trusty almost-five-year-old CPC 6128, and there are a couple of queries I have regarding it. How, for instance, do software manufactures manage to hide certain files on disc-based games? These games seem to have one header filename, often "DISC" followed by an asterisk. This also happens on some compilations too – such as Beau Jolly's incredibly brilliant *Supreme Challenge* disk. This contains only one visible filename: 'DISC' on either side. However, it is possible to load up separate games using, for example, RUN 'ELITE'. Do you know how to hide these files? Do you know how to find them? Is it possible to do this WITHOUT having to use machine code? I certainly hope so.

Also, I have transferred many cassette based block-loading games to disc, but cannot with some (especially old Elite ones) because after the loader they use a direct input with the tape recorder. So I end up with a header on disc but with the rest of the game on an untransferable cassette. Is there a way to overcome this problem?

Finally, what is a ROM board? what does it do? Does it allow many more ROMs to be plugged into several extensions sockets? If so, how many? Also, where can I get one?

I hope that your assistance and superior knowledge will help me and many other people to understand a little more about the Amstrad range and what it can offer.

Murray Robertson
Orpington, Kent

Files can be hidden with a CP/M utility supplied with your machine. Each file on your disk has a couple of parameters, files can be set to read only (so you cannot delete them) and system status (so they don't appear on the catalogue. Use the SET command to alter these parameters:

SET filename.BAS [SYS]	*Hides the file*
SET filename.BAS [DIR]	*Makes the file visible*
SET filename.BAS [RO]	*Makes the file Read Only*
SET filename.BAS [RW]	*Resets Read/Write status*

I'm afraid that these programs are likely to be protected. There's no easy way to transfer them to disk.

A ROM box allows you to plug in a number of programs on ROM, such as a word processor, assembler, etc.

The advantage is that the programs load instantly. ROM boards usually have 6-8 spaces for extra programs. Check out the adverts in this issue for details.

● Mr Fixit

I am answering to Mr J Palmer's letter in *AA61*. What do you do? I hear you ask. Well I explained the whole thing to my local software shop and they swopped the superfluous leads for some others and that did the trick and from that day on I was a very happy boy.

Mr Fixit (alias Thomas Storey)
Whitley Bay, Tyne & Wear

Pardon?

POWERDRIFT
CASS £4.99
DISC £7.99

TUSKER
CASS £3.99
DISC £6.99

TURBOSOFT

LASER SQUAD + EXP. KIT BOTH ONLY
CASS £7.99

MYTH
CASS £4.99
DISC £7.99

SPECIALS CASSETTE

	RRP	SRP
M.C.	9.99	3.99
P. B.	9.99	3.99
tered Beast	9.99	3.99
nnals of Rome	9.99	4.99
ards Tale I	--.--	2.99
g Sleaze	9.99	1.99
rian Cloughs Football Fortunes	14.95	4.99
ubble Ghost	9.99	2.99
alifornia Games	--.--	2.99
holo	14.99	2.99
ontinental Circus	9.99	4.99
rackdown	10.99	3.99
ragon Spirit	9.99	3.99
ynasty Wars	10.99	3.99
ite	14.95	4.99
Motion	10.99	3.99
15 Strike Eagle	9.95	5.99
alaxy Force	9.99	0.99
ammerfist	9.99	4.99
ot Rod	9.99	2.99
unt for Red October	14.95	6.99
an Utd.	9.99	4.99
r Heli	9.99	4.99
nja Warriors	9.99	4.99
47 Thunderbolt	9.99	4.99
acland	9.95	4.99
acmania	9.95	4.99
assing Shot	9.99	3.99
urple Saturn Day	9.99	3.99
unning Man	9.99	4.99
uper Scramble Simulator	9.99	2.99
uper Wonderboy	9.99	4.99
me & Magik	14.99	4.99
endetta	9.99	4.99
ybots	9.99	3.99

Game Set & Match 2
Only £9.99 Disc £13.99
Matchday II, Ian Bothams Test Match, Basket Master, Super Hang On, Track 'n' Field, Steve Davis Snooker, Nick Faldo's Open, Championship Sprint

CECCO COLLECTION
Cass £9.99
Disc £13.99
Exolon, Cybernoid, Cybernoid II, Stormlord

IN CROWD
ONLY £11.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov, Combat School, Target Renegade, Platoon

TAITO COIN OP
ONLY £9.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Slapfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE
ONLY £4.99
DISC £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR
Only £4.99 Disc £10.99
Football Manager, Peter Beardsley's Soccer, World Champions, Handball Maradonna, Soccer Supremo

MEGA MIX
ONLY £11.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

THE BIZ
ONLY £11.99
Operation Wolf, R-Type, Batman Caped Crusader, Double Dragon

30 RED HOT HITS
ONLY £6.99
Ghostbusters, FA Cup, Agent X 2, Kane, LA Swat, Ninja Master, Rasputin Ollie and Lissa, Ricochet, Zolyx, Way of Exp Fist, Dan Dare, Formula 1 Simulator, Brian Jack's Superstar Challenge, Tau Ceti, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Ninja Hamster, Enlightenment - Druid II, The Boggit, Mystery of the Nile, Mega Apocalypse, Endurance, Activator, Catch 23, Dark Sceptre

AMSTRAD TOP 30 HITS

	CASS	DISC
Badlands	7.99	11.99
Batman the Movie	7.99	11.99
Chase HQ	7.99	11.99
Days of Thunder	7.99	11.99
Double Dragon II	7.99	11.99
E-Swat	8.99	11.99
Fire & Forget 2	7.99	11.99
Golden Axe	8.99	11.99
Hostages	7.99	11.99
Iron Lord (6125 only)	n/a	14.99
Kick Off 2	7.99	11.99
Line of Fire	8.99	11.99
Lords of Chaos	7.99	11.99
Lotus Turbo Challenge	8.99	12.99
Midnight Resistance	7.99	11.99
Monty Pythons Flying Circus	7.99	11.99
Oriental Games	11.99	14.99
Pro Tennis Tour	7.99	12.99
Rainbow Islands	7.99	11.99
Rick Dangerous 2	7.99	11.99
Satan	7.99	11.99
Shadow of the Beast	9.99	12.99
Sim City	8.99	12.99
Skate Wars	7.99	11.99
Spy Who Loved Me	7.99	11.99
Stunt Car Racer	7.99	11.99
Super Off Road Racer	8.99	11.99
Teenage Mutant Hero Turtles	9.99	12.99
Time Machine	7.99	11.99
Turrican	7.99	11.99

AMSTRAD CLASSICS

	CASS	DISC
Ancient Battles	10.99	N/A
Airborne Ranger	10.99	13.99
Back to Future 2	8.99	11.99
Bloodwych	7.99	11.99
Castle Master	7.99	11.99
Chuck Yeagers (AFT)	7.99	11.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Cricket Master	7.99	11.99
Cyberball	7.99	11.99
Double Dragon	7.99	11.99
Dragon Ninja	7.99	11.99
Dragons of Flame	7.99	11.99
Emlyn Hughes Int Soccer	7.99	11.99
Fiendish Freddy Big Top Fun	7.99	11.99
Football Manager 2 + Exp. Kit	7.99	11.99
Football Director	7.99	N/A
Football Director II	N/A	13.99
Gunship	10.99	13.99
Heroes of the Lance	7.99	14.99
International 3D Tennis	7.99	11.99
Jack Nicklaus	7.99	12.99
Klax	7.99	11.99
New Zealand Story	7.99	11.99
Operation Thunderbolt	7.99	11.99
Operation Wolf	7.99	11.99
Pipemania	7.99	11.99
Pirates (6128 only)	n/a	14.99
Robocop	7.99	11.99
Silent Service	7.99	11.99
Southern Belle/Evening Star	10.99	13.99
Tank Attack	9.99	12.99
Test Drive II	7.99	12.99
The National	7.99	N/A
Treble Champions	7.99	11.99
Vulcan	7.99	11.99
War in Middle Earth	7.99	11.99
X-Out	7.99	11.99

FORTHCOMING ATTRACTIONS

	CASS	DISC
Action Service	7.99	11.99
Adidas Golden Shoe	7.99	11.99
Amazing Spiderman	7.99	11.99
Apprentice	7.99	11.99
Beach Volley	7.99	11.99
Dark Century	7.99	11.99
Dick Tracy	7.99	11.99
Driving Force	7.99	11.99
Escape from Planet of the Robot Monsters	7.99	11.99
European Super League	7.99	11.99
F-16 Combat Pilot	10.99	13.99
Gazza 2	8.99	11.99
Gremlins 2	7.99	11.99
Hard Drivin 2	8.99	11.99
Judge Dredd	7.99	11.99
Mystical	9.99	12.99
N.A.R.C.	8.99	12.99
New York Warriors	7.99	11.99
Night Breed	9.99	13.99
Night Shift	8.99	11.99
North & South	9.99	12.99
Onslaught	7.99	11.99
Pinball Magic	7.99	11.99
Player Manager	7.99	11.99
Saint Dragon	7.99	11.99
Sly Spy	7.99	11.99
STUN Runner	7.99	11.99
Suzuki Challenge	7.99	11.99
Tennis Cup 2	7.99	11.99
The Champ	7.99	11.99
Tie Break	7.99	11.99
Total Recall	9.99	12.99
Twin World	7.99	11.99
UN Squadron	8.99	11.99
Welltris	7.99	11.99
Xenophobe	7.99	11.99
Z-Out	7.99	11.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability.

AMSTRAD CARTRIDGE

Klax	23.99
Batman the Movie	23.99
Operation Thunderbolt	23.99
Robocop 2	23.99
Chase HQ 2	23.99
Shadow Warrior	23.99
Double Dragon	23.99
Barbarian 2	23.99
Crazy Cars 2	28.99
Fire & Forget 2	28.99

JOYSTICKS

Pro 5000 black	12.99
Pro 5000 clear	12.99
Pro 5000 clear extra	13.99
Quickjoy Turbo 3	8.99
Quickjoy Jetfighter	11.99
Quickjoy Superboard	15.99
Quickjoy Megaboard	19.99
Quickjoy Topstar	19.99
Cheetah 125+	6.99
Konix Navigator + Autofire	11.99

LOOK! MEGA OFFER LOOK!

For every £10 spent you can choose a free gamefrom the list below
Mr Weems and the She Vampires, Mega Apocolypse, Dandy, High Frontier, Hijack, Sailing, Mandragore, Split Personalities, Warlock, Ballblazer, Death Or Glory, Stifflip & Co, The Train

(CASS ONLY)
All the above available
@ £1.99 each

SPECIALS DISC

	RRP	SRP
Altered Beast	14.99	6.99
Annals of Rome	14.99	6.99
Beyond the Ice Palace	14.99	2.99
Colossus Mah Jong	14.99	6.99
Dark Sceptre	14.99	4.99
Druid II Enlightenment	14.99	4.99
Fair Means or Foul (boxing)	14.99	5.99
Firezone	14.99	3.99
Galactic Games	14.99	4.99
Ghostbusters II	14.99	6.99
Hammerfist	14.99	4.99
Hunt for Red October	14.99	9.99
Knightmare	14.99	5.99
Movie	14.99	4.99
Mr. Heli	14.99	4.99
Myth	14.99	7.99
Ninja Spirit	14.99	4.99
Pacland	14.99	6.99
Pacmania	14.99	6.99
Passing Shot	14.99	2.99
Question of Sport	17.99	3.99
Running Man	14.99	6.99
Sentinel	14.99	3.99
Shinobi	14.99	6.99
Strike Force Harrier	14.99	7.99
The Train	14.99	3.99
Time and Magik	14.99	9.99
Tobruk	14.99	4.99
Toobin	14.99	6.99
Tusker	14.99	6.99
Vendetta	14.99	7.99
Xybots	14.99	6.99

MIND-STRETCHERS
CASS OR DISC
£13.99
Monopoly
Scrabble
Cluedo

PLATINUM COLLECTION
CASS £11.99
DISC £14.99
Ghouls n Ghosts, Strider, Black Tiger, Led Storm, Forgotten Worlds

WORLD CUP COMPILATION 90
Cass £8.99
Disc £11.99
Kick Off, Gary Lineker's Hotshot, Tracksuit Manager.

STAR WARS TRILOGY
CASS ONLY £6.99
Star Wars, Empire Stikes Back, Return of the Jedi.

SEGA MASTER MIX
Cass £11.99
Disc £14.99
Super Wonderboy, Crackdown, Dynamite Dux, Thunderblade, Turbo Outrun

DYNAMITE
Only £11.99
Cass Only.
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

TOLKIEN'S TRILOGY
Only 8.99 Disc £11.99
The Hobbit
Lord of the Rings
Shadows of Mordor

CHALLENGERS
CASS £11.99
DISC £16.99
Pro Tennis Tour, Bomber, Kick Off, Stunt Car Racer, Super Ski

30 MEGA GAMES PACK
CASS ONLY £12.99
Karnov, Gee Bee Air Rally, Aliens, Super Hang On, Real Ghostbusters, Guadal Canal, Firetrap, Knightmare, GFL American Football, Wonderboy, High Frontier, Inc. Shrinking Sphere, Supersprint, Prodigy, Basketball, Star Raiders 2, Explorer, Big Trouble in Little China, Mermaid Madness, Hacker, Ghostbusters, Spindizzy, Baseball, Dandy, Rampage, Enduro Racer, Sailing, Space Shuttle, Barry McGuigan's Boxing, Howard the Duck

Please charge my Access/Visa No: .... **Expiry date:** ....

ORDER FORM

Please supply me with the following for
Computer ....

Titles	Price

Customer Number

DATE: ....
NAME: ....
ADDRESS: ....
....
....
..................Post Code..................
TEL: ....

AMSTRAD ACTION FEB. '91

Please make cheques & PO payable to ***Turbosoft***

Credit card orders taken. Payment cashed only on despatch. Orders under £5 add 75p P&P. For first class add 75p P&P UK only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express airmail £4.00 per item. All items subject to availability. All prices subject to change without notice. E. & O. E.
Please remember Mail Order Companies may take 28 days to deliver.

LORDS OF CHAOS CASS £7.99 DISC £11.99

SIM CITY CASS £8.99 DISC £12.99

TURBOSOFT

HOSTAGES CASS £7.99 DISC £11.99

HARD DRI... CASS £4... DISC £7...

EDUCATIONAL

	Cass	Disc
Animal/Vegatable/Mineral	7.99	11.99
Answer Back Junior	7.99	10.99
Better Maths 12-16	8.99	13.99
Better Spelling 9-14	8.99	13.99
Biology 12-16	8.99	13.99
Chemistry 12-16	8.99	13.99
Chemistry GCSE	11.99	14.99
French Mistress Adv. + Beg	12.99	14.99
Fun School 2 Under 6	7.99	9.99
Fun School 2 6-8	7.99	9.99
Fun School 2 8+	7.99	9.99
General Science	n/a	7.99
Geography Quiz 10+	8.99	13.99
German Master Adv. + Beg	12.99	14.99
Happy Letters	7.99	11.99
Happy Numbers	7.99	11.99
Happy Writing	7.99	11.99
Magic Maths (4-8)	8.99	13.99
Map Rally	7.99	11.99
Maths Mania (8-12)	8.99	13.99
Physics 12-16	8.99	13.99
Physics GCSE	11.99	14.99
Prof. Plays a New Game	14.99	19.99
Spelling Add On	4.99	7.99
Three Bears	n/a	13.99
Weather/Climate 12-17	n/a	13.99
WordHang	7.99	11.99
Worldwise	7.99	11.99
Italian Tutor	12.99	14.99
Spanish Tutor	12.99	14.99
Fun School 3 under 5	9.99	12.99
Fun School 3 5-7	9.99	12.99
Fun School 3 7+	9.99	12.99
Sooty's Fun With Numbers	7.99	11.99
Thomas Tank Engines Words	7.99	11.99

IN NOW
T.N.T.
CASS £11.99
DISC £19.99
Hard Drivin', Toobin, APB, Dragon Spirit, Xybots

IN NOW
HOLLYWOOD COLLECTION
CASS £11.99
DISC £14.99
Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie

NINJA SPIRIT CASS £4.99 DISC £7.99

HAMMERFIST CASS £4.99 DISC £7.99

VENDETTA CASS £4.99 DISC £7.99

GHOSTBUSTERS II CASS £4.99 DISC £7.99

XYBOTS CASS £3.99 DISC £6.99

BOMBER CASS £6.99 DISC £9.99

DR. DOOMS REVENGE CASS £3.99 DISC £6.99

SHINOBI DISC ONLY £6.99

Inc. Shrinking Sphere CASS £2.99 DISC £4.99

CF2 BLANKS SINGLE £2.50 BOX 10 £18.99

CAPTAIN BLOOD DISC ONLY £3.99

BOBO CASS ONLY £2.99

TIN TIN ON THE MOON CASS ONLY £2.99

LASER SQUAD CASS £4.99 DISC £7.99

CYRUS 2 CHESS DISC ONLY £6.99

3" DISC CLEANING KIT £3.99

RUNNING MAN CASS £4.99 DISC £7.99

QUESTION OF SPORT CASS OR DISC £2.99

AMDRUM CASS ONLY £7.99

VINDICATORS CASS £3.99 DISC £5.99

IMPACT CASS £2.99

TOOBIN DISC ONLY £5.99

MOUSE MATS £4.99

AFTER THE WAR £3.99

UTILITIES

	Cass
Maxam	14.99
Mini Office 2	11.99
Tascopy	11.99
Tasdiary	n/a
Tasprint 464	11.99
Tasword 464	19.99
Tasword 6128	n/a
Promerge	n/a
Prospell	n/a
Protext	n/a
Mastercalc 6128	n/a
Masterfile 3 (664/6128)	n/a
Money Manager	n/a
Sprites Alive Basic 6128	n/a
Sprites Alive Comp. 6128	n/a
Devpac 80	n/a
Pascal 80	n/a
Tasspell	n/a
Hisoft C Compiler	37.99
Hisoft Knife Plus	n/a
Hisoft Forth	n/a

IN NOW
HEROES
CASS £11.99
DISC £14.99
Licence to Kill, Star Wars, Running Man, Barbarian 2

IN NOW
WHEELS OF FIRE
CASS £11.99
DISC £19.99
Chase H.Q., Powerdrift, H... Drivin', Turbo Outrun

Turbosoft

Unit 6 & 7
Acacia Close
Cherrycourt Way
Industrial Estate
Stanbridge Road
Leighton Buzzard
Beds. LU7 8QE

Office hours are
Monday to Friday
9.00am to 5.00pm
Saturdays
10.00am to 4.00pm

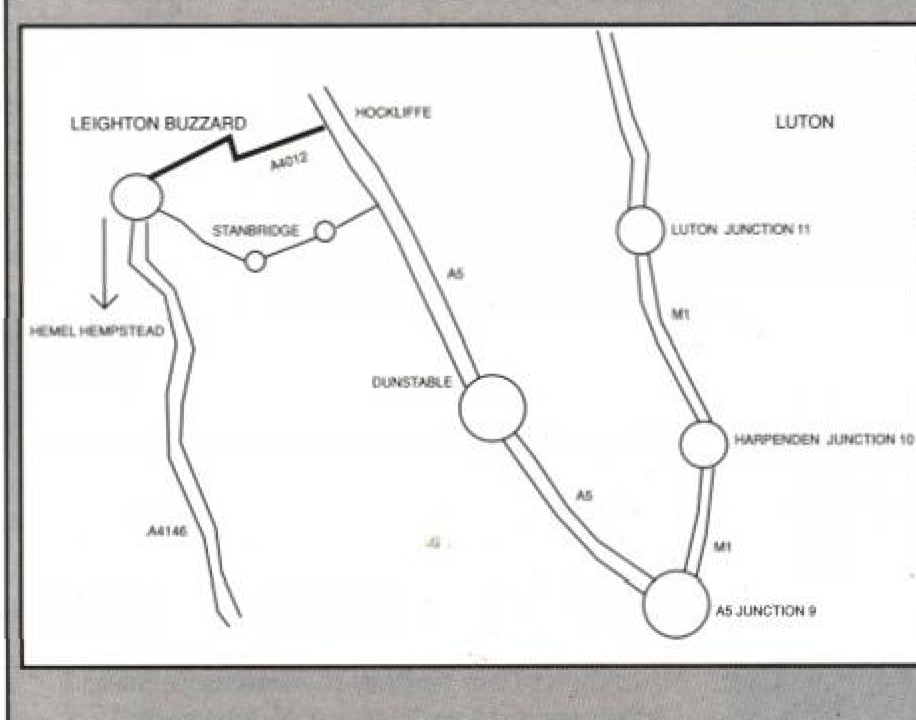
All prices include VAT

Tel: (0525) 377974
Fax: (0525) 852278

Independent Stockist.
Riomhaire Software,
Dublin Bazzaar,
Unit 34 Thomas St,
Dublin 8, Eire.
Shop prices will vary.
Personal callers only.

(Personal callers welcome)

HOW TO FIND US......





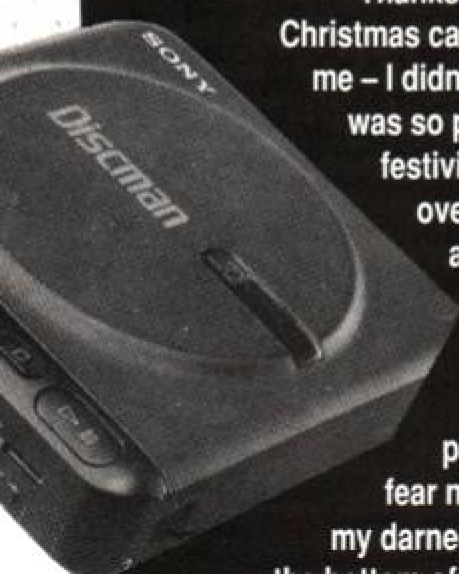
Maps showing direct routes from the motorway and A5

Ask Alex



HI!

And a happy New Year to you all! I hope you all had a wonderful Christmas! I certainly did – I treated myself to one of those CD Walkmans – it's brill! Now I can annoy people I sit next to on the bus with superb digital sound! (I'm sure it still sounds like the same old 'ssssss' to them though!)



Thanks for all the Christmas cards you sent me – I didn't know I was so popular! The festivities may be over – but there are still plenty of post Christmas probs. Well, fear not – I'll do my darnedest to get to the bottom of whatever it is that's troubling you. (And if I can't, I'll send 'em back to Adam and let him deal with them!)

Amongst the topics we look at this month are how to save programs to disk, why a memory expansion doesn't give you more space, and we deal with a rather inquisitive Mike 'the bike' Brown, who wants to know everything about his CPC it seems!

Anyway, keep those letters flooding in! I'm doing my best to answer all your enquiries, but be patient though, I have to write this column a good four weeks before it appears in print (I'm actually writing this in the middle of my Christmas hols). Talk to you again soon,

Alex

Questions, questions, questions...

Mike Brown from Truro in Cornwall has had his 464 for just two weeks. Naturally, there's a lot he's eager to find out about his new machine, and he had one or two (six, actually) questions he wanted answers to. Mike writes for a motorcycle magazine, and has promised me a free subscription if I answer them all! (Thanks for the offer Mike, but I think I'll stick with my Citroen 2CV if it's all the same with you!)

Q1: "I know you have to turn the computer off to erase the memory, but is there a minimum time before I turn it back on again?"

A: Nope! Flick the switch on and off as quickly as you like. As long as the computer displays the copyright message at the start, it'll be fine.

Q2: "Like many of your readers I find some of the games too difficult, and would welcome a cheat. I am confused to how many cheat modes work. Simple instructions like 'fly low' or 'shoot anything that moves' are understandable, but how do POKEs work, especially if recorded on cassette? Do you load them in before or after the programs, and how do you find them on cassette?"

A: To enter most POKEs you'll first need to type them in (see last month's instalment) and save them to a blank cassette (so you can use them again). To run them, just type RUN. Then put your tape game into the cassette player (rewound to the start) and press the play button. The game should load, and the POKE should do its devious work.

Q3: "Undoubtedly yours is the best magazine for me, but can you recommend any others?"

A: I think *Smash Hits* is great, but that's probably not quite what you're after! For a beginner like yourself, it may be a good idea to join WACCI. WACCI is a user group with a very helpful environment. It produces a monthly fanzine, with lots of serious subjects (it doesn't review games). You can get in contact on 081 898 1090.

Q4: "I want to be able to print from my word processing package and am trying to get a second-hand printer - without much success. If I have to buy a new one, have you or your magazine reviewed any in past issues or can you recommend a good, reliable, cheap one?

"Or, as I am tending to move more away from games, to writing, would it be better to re-sell my 464 and purchase a PCW 9512 instead, particularly as as a printer is included in in the latest package?

"Can you play games on this model, or is it strictly for business use only?"

A: Turn to page 20 Mike! We just happen to be running a word processing feature this issue and on that page a pair of printers ideal for beginners are described.

As for buying a PCW, I would hate to lose a reader! You would be much better off if only you had a disk drive – loading and saving your work to tape every time is quite frankly a pain in the neck. So you really need a disk drive as well as a printer. There's no doubt that the PCW is a fine word processing machine. However, it really isn't much cop at all when it comes to games playing.

Q5: The *Easi-Amsword* program is a bit limited in performance. Are there better word processing packages available?

A: Again, see our word processing feature. It starts on page 16!

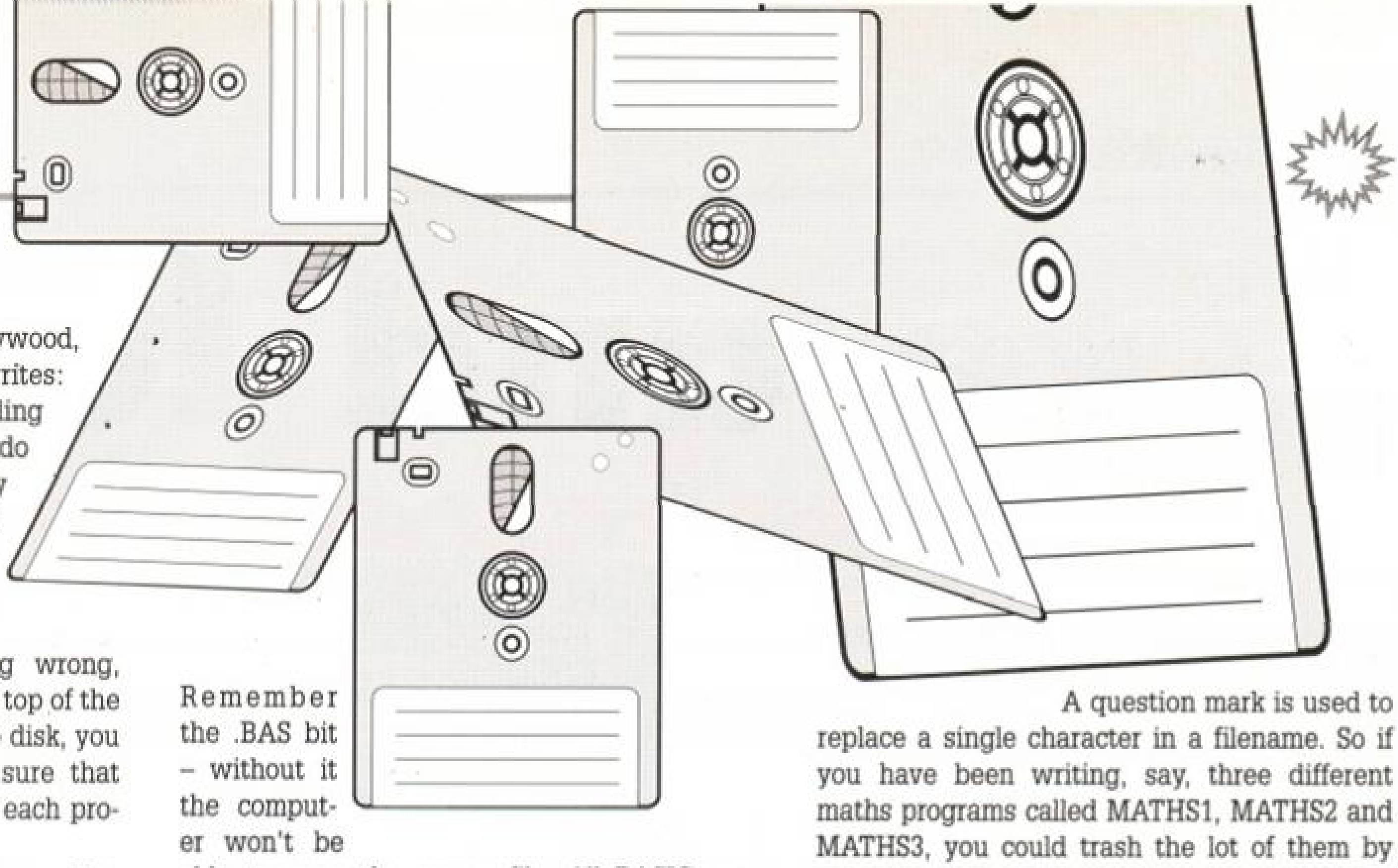
Q6: When I record a program or list of my own onto cassette at fast speed, how much room should I leave between lists if I intend to expand them at later dates? At present I am leaving ten feet (?) on the counter. Have I seen somewhere that some disk drive models can overcome the problem by rearranging information on the disk to fit it around modifications?

A: (Phew!) The length of tape needed to record the program on is directly proportional to the size of the program. An 8K program will need twice as much room as a 4K program, for instance.

I find it best to use just one side of the tape per program, so that you have no worries about running over the next listing on the tape. You also have no trouble finding the files. It does mean that you go through a lot of tapes, but they're cheap (around 50p each), and can save you a lot of headaches. (Like when you realise that you have taped over the beginning of an important program!)



● This is my little 2CV. I promised it I'd get its picture in the mag – Alex



Disk drama

Ten year old Alexis Atkinson of Heywood, Lancs has a desperate problem. He writes: "I have a great problem with loading disks. I write a program on a disk, do another one and and get halfway through it, and save it. When I want to load the first program again, the half-finished one comes up instead. This is a cry of sheer desperation."

I think that what you're doing wrong, Alexis, is saving the new program on top of the old one. When you save a program to disk, you need to give it a filename. Make sure that you're using a different filename for each program.

It's best to give programs a name that means something, so that when you look at your disk again, it's easy to remember which program does what.

If your fist program is, say, a *Space Invaders*-type game, you should save it to disk with something like:

```
SAVE "INVADERS"
```

Then, when you're writing another program, maybe this time it's a maths test, save it with:

```
SAVE "MATHS"
```

Your programs will be safely stored on your disk with different names. You'll be able to check that they are there by typing:

```
CAT
```

This produces a list of all the files on your disk. You can simply load them back in with the commands:

`LOAD "INVADERS"` – for the *Space Invaders* game, or;

`LOAD "MATHS"` – for your maths program.

When choosing your filenames, ensure that they are eight characters (letters) in length or less. This is the maximum length a program name can be.

Alexis isn't the only one having disk troubles. Nine-year-old William Smith writes: "Help! I made some programs on my CPC6128 and they were all rubbish! I can't blank them off. How can I?"

Well William, keep on practising the programming – they'll get better and better as time goes on! Anyway, down to your problem...

The `|ERA` command is used to erase unwanted disk files. It's a bit fiddly to use, and you have to type in the command very carefully – including the three-letter extension that follows the full stop. It has the format:

`|ERA,"filename"` – so if your useless program is called INVADERS you'd type:

```
|ERA,"INVADERS.BAS"
```

Remember the .BAS bit – without it the computer won't be able to erase the proper file. All BASIC programs have this same extension.

Owners of the CPC464 have a slightly different way of doing things. It's a bit more fiddly, but does the same thing:

```
a$="filename":|ERA,@a$
```

The difference is that you cannot use the strings (strings are the letters in quotation marks) directly, you need to assign them to a variable. (Don't worry if you don't understand that, it just means the `a$="filename"` bit.)

Wildcards can be used. A wildcard is a special character that replaces several others. The two important ones are ? and *.

A question mark is used to replace a single character in a filename. So if you have been writing, say, three different maths programs called MATHS1, MATHS2 and MATHS3, you could trash the lot of them by replacing the number with the question mark:

```
|ERA,"MATHS?.BAS"
```

The asterix has a similar usage, but instead replaces a group of characters. Say you've decided that all your BASIC programs that begin with the letter 'A' need to be got rid of:

`|ERA,"A*.BAS"` – Erases all BASIC programs that begin with the letter 'A'.
`|ERA,"*.BAS"` – Deletes all the BASIC files on the disk, that is everything which ends with .BAS.
`|ERA,"*.*"` – Gets rid of all files on your disk, not just BASIC ones.

Multi-what?

J Rodgerson is a new 464 user. He (or she – I don't know their first name!) is thinking about buying a Multiface II, but isn't sure where it plugs in. Another thing playing on his/her mind is whether you need to get a Multiface I in order to use the Multiface II.

Well JR, with regard to your first question, the Multiface fits into the expansion socket. This is actually marked 'Floppy Disc' on the 464, but is suitable for plugging in a variety of gadgets.

And no, you don't need a Multiface I to use a Multiface II! The Multiface II supercedes the Multiface. It is simply an improved version of the original model.

Improving your memory

Jim Reddiex of Glasgow is writing his life story. The only problem is that *Tasword*, Jim's word processor, can only store a document of around 15K.

He bought a 64K RAM expansion from Datel electronics, but was disappointed to find that the product didn't increase the size of the documents he was able to work with.

I'm afraid, Jim, that the CPC is only capable of using a maximum of 64K of memory directly. (Even on the 6128.) Unless a program is designed to check for the extra memory and use it, the additional 64K is ignored. The 128K in the 6128 is a bit of a gimmick to be honest.

It is possible for programs to make use of the extra memory, though, and a couple of word processors do just that.

Brunword, from Brunning Software, uses the memory for storing a dictionary. It doesn't actually increase the size of the files you can work with, though.

The CPM version of *Protext* does allow you to have files of up to around 70K in length, however this is due mainly to the program using the disk drive for temporary files.

Both these programs do require a disk drive. I'm not sure if you have one, but there you go.

Another way of increasing the memory you have available for word processing is to use a word processor that comes on ROM. This means that the actual program hardly takes up any memory at all, as it comes on its own memory chip which plugs into a special box ('ROMbox', predictably enough) fixed to the back of the computer. *Protext* is available on ROM, and gives you around 36K of document space.

Live and learn

With the French now being able to walk to Britain, and with the increase in the home learning of traditional school subjects, JAMES LEACH looks at two packages designed to aid those who wish to use their CPCs for something other than games...

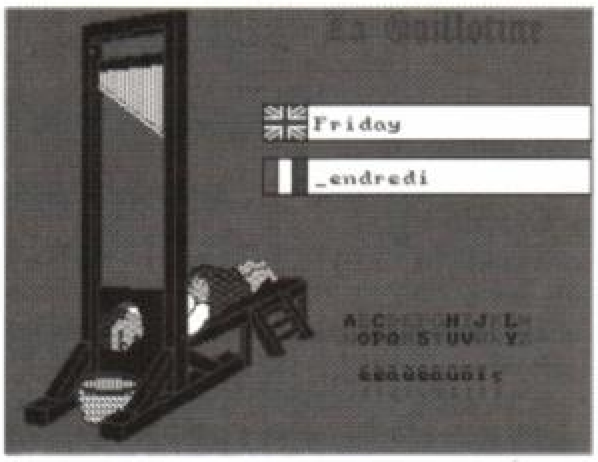
FRENCH TEST

£15.95 disk ● GMF Programs ● 21 Northwick Park Road, Harrow, Middlesex HA1 2NY

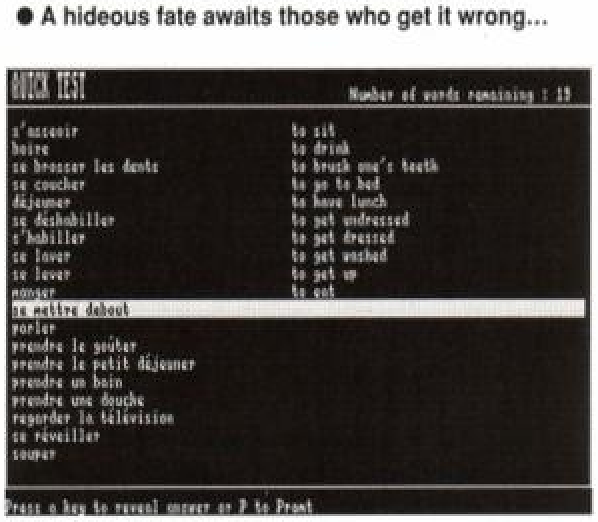
"Bonjour, mes enfants!" These dreaded words have struck terror and apathy in equal amounts into the hearts of English children for years. Now Français has reached your CPC in the form of *French Test*.

The program is designed to increase vocabulary and improve spelling, not pronunciation or sentence structure. There is a series of tests divided into topics such as the home, the human body or clothes. You choose to spell either the English or French version; the words are then displayed in the other language.

(Here is one of the first pitfalls; you must type in the word exactly, including upper and lower case letters. This is just too finicky, and serves only to annoy.)



● A hideous fate awaits those who get it wrong...



● The words and translations are clearly laid out.

French Test has over 2,500 words covering GCSE topics, and is exceedingly flexible, allowing you to choose whether to translate to or from English. At all stages, assessments are given and scores are compared with any previous attempts made. The overall impression is of a thorough and detailed program that's still not too impenetrable.

You may select a quick test or a full quiz. This obviously sets the difficulty of the words chosen by the computer. The definite article (le or la) is normally used to precede a noun, and must also be entered correctly. This is a useful feature, as it is important to know these.

Side Two of the disk has a game (of sorts). Based on *Hangman*, it uses the construction of a guillotine to spur on the memory cells. Again, you can translate from French to English or vice versa. If you fail to get the word within the goes allotted, the blade comes down, and the miscreant's head comes off!

There isn't much use of colour or sound, but what there is fits nicely; French flags and tunes play at certain points, and everything looks neat and attractive. In fact, it really is trés bien.

GOOD NEWS

- Easy and fun to use.
- Accurate and slickly presented.
- Guillotine game is very well done.
- If you fail GCSE after using *French Test*, GMF states that it'll refund your dosh in full!

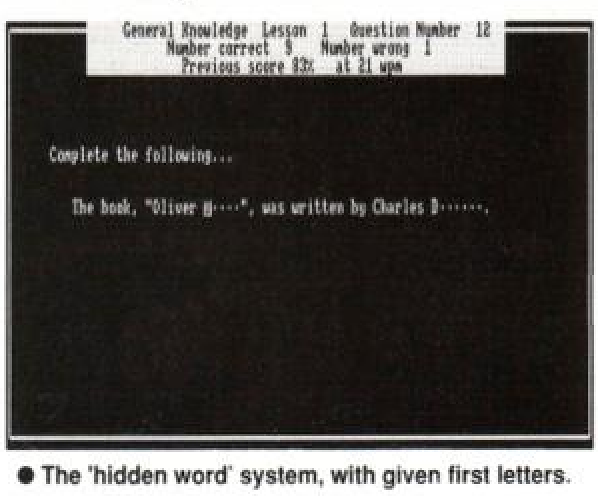
BAD NEWS

- Too particular with inputs – upper/lower case shouldn't matter.

THE HOME STUDY DISK

£TBA ● MJO Software ● 45 Station Avenue, Tile Hill Village, Coventry CV4 9HR

Home Study is billed as "a very user-friendly program that will allow you to keep all your school course-work on disk in a form that makes revision much easier."



● The 'hidden word' system, with given first letters.

The key to this program is that the information it contains is supplied by the student. This ensures that it is strictly relevant, and in the form most useful to that particular student.

Each school or college subject is dealt with under a separate heading, for example Geography, Geology or Chemistry. The first thing to do is enter data on each subject. This takes the form of questions and answers. You may enter 99 questions for each subject (memory permitting – free memory is displayed at the top of the screen). You are then able to 'hide' certain words in your question. When the question is later displayed, you must fill in the hidden word. An example is the question "The Battle of H....... took place in 1066." To answer, you type in the hidden word.

The 'prompt' letter (H in this case) can be omitted to make the test that much harder. Also, more than one word can be hidden if required. For example "The Battle of H....... took place in ...."

Using this format, lessons can be built up, and can be as specialised or as general as desired. Of course, the very act of inputting and manipulating the data is itself an act of revision, and the *Trivial Pursuit*-like questions and answers stick in the mind.

Colour and sound aren't employed, but this isn't particularly noticeable. The program has many other features, such as a correct answer register, giving an accuracy percentage and a words-per-minute counter.

It's easy to use, change and tailor to your own needs. Options exist to print out lessons or save them to disk.

The whole program is very flexible and would certainly be useful as part of a revision program.

GOOD NEWS

- Easy to use, simple but effective.
- Very flexible and easily tailored to suit individual needs.

BAD NEWS

- Is really just a memory aid. It won't explain or 'teach' anything, just help you to learn by rote.

On the Grapevine...

he *Grapevine* section has xpanded this month up to a massive three pages. This is simply ecause there's so much gamesy ews, gossip and pre- ew stuff about. *mstrad Action* – we ever knew there as so much in it!



SWAT competition

the envy of all the other kids on the block wearing one of these fabulous bum bags. u won't find these in the shops – they're an clusive limited edition – but you (yes, YOU) n get your grubby little paws on one by tering our super competition.

These tasteful garments are lavishly craft- in genuine PVC-look washable materials, by iftsmen and women at the Acme clothing d industrial floor covering factory in Dudley. ey're finished in luxurious synthetic gold ock style yellow lettering, bearing the time- s legends "US Gold" and "ESWAT".

Which brings us rather neatly to the news the up and coming game from US Gold. ookily enough, it's called *ESWAT*. The game es a couple of cops on a mission to bust meone or other's ass. They kill baddies, and ey turn into robots, and they kill more bad- es, and... Anyway, the previews that we've en look pretty stonking, with lots of big rites, lots of death, lots of destruction, and s of fun!

It's one of those two-player jobbies, so any ends you may happen to have can join in for mega death session. It should already be in e shops, what with Christmas and all that, so u can jolly well go out and get yourself a py.

On to the compo: To win one of the ten gs we have, just jot down the answers to ese these questions on the back of a post- rd, and send them to: **I need one of them gs for my bum compo, Amstrad Action, eauford Court, 30 Monmouth Street, Bath A1 2BW.**

As usual, we've got to have rules, because world without discipline would descend into archy, and then the country would really go the dogs.

Basically, multiple entries will be cut into tiny squares and thrown in the river, and anything received later than the 28th February 1991 will be torn into strips and chucked out the window. Apart from that, we'll be holding one bum bag back for the sender of the best postcard, so get yer brains round that one!

OK, and now for the questions, which are all a bit, er, basic...

1. In America the word 'bum' means:
(a) A pyrotechnic device.
(b) A tramp, or down and out.
(c) A game played with dice.

2. The word 'bottom' can be defined as:
(a) The opposite of top.
(b) A fastening device commonly used in clothing.
(c) A stick used for hitting people with.

3. An 'Ass' is:
(a) The hybrid offspring of a donkey and a horse.
(b) A baby swan.
(c) The highest scoring playing card.



● Win a bum bag in *AA's* stupendous *ESWAT* competition!

Crete for a laugh

Where are you going for your hols this year? One of the Greek islands, perhaps? Paxos is a lovely resort and Lesbos is nice this time of year, but Crete is the best place, with sun, sand and sea in plentiful proportions.

You wouldn't think that if you were going on holiday fifty years ago, though. In 1941, Crete was a battleground. The Germans invaded with the largest paratroop drop ever attempted. They suffered unacceptably high losses, however, even though they succesfully captured the island. (In fact Crete has had rather a sad history when it comes to being invaded.)

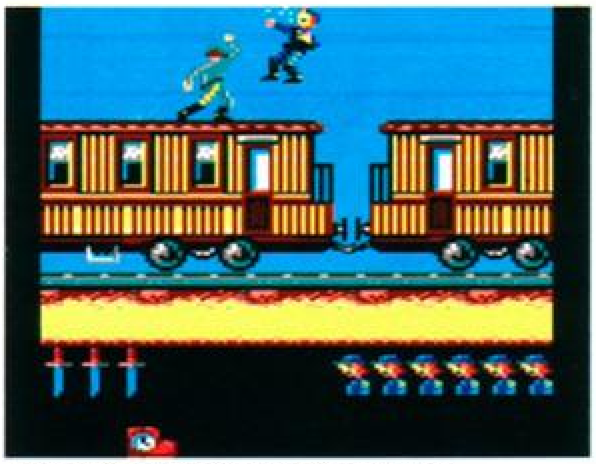
Now you can re-enact the Crete invasion. That wargame specialist CCS has chosen Crete in 1941 as a basis for its latest game, er, *Crete 1941*.

This one or two-player game allows you to take charge of either Freyberg's besieged forces, or the evil Nazi menace under control of General Student.

● Ten things you never knew about Crete (unless you're dead clever).

1. Crete is the biggest of the Greek Islands. It's the fifth largest island in the Mediterranean.
2. The Minoans invaded Crete 4,000 years ago. They were also responsible for the invention of the flushing toilet.
3. Crete was invaded by the Venetians in the 1600s.
4. It was invaded yet again by the Turks in Eighteen hundred and something, and remained under Turkish control 'til early this century.
5. Crete has the southern-most point in Europe.
6. The Bounty advert was filmed in Vai beach, Crete.
7. Like all islands, Crete is surrounded totally by water (even at low tide!)
8. The Minotaur, the legendary half-man half-bull that ate people, lived in the labyrinth under the Knossos palace, Crete.
9. The first men to fly where not the Wright brothers. They were Daedalus and Icarus, who took off from Crete with wings made from wax and feathers.
10. Zeus, the God of Gods on Mount Olympus, was reputedly born in the Dikti mountains, in Crete.

● Crete, in 1941. Satellite photos wer too good in those days...



● *Sock!* Gosh, this is better than *Batman*...

Norff and Sauff

Remember the TV Show that launched Patrick Swayze's career? Before he was *Dirty Dancin'* and playing dead in *Ghost* he was in one of those ITV mini-series called *North and South*.

The programme was all about the American Civil War. The war started because of the differences between the slave-owning South, and the non-slave North. The two sides, the Yankees and Confederates, battled it out for four years between 1861 and 1865, with the Yankees eventually proving victorious.



style actio abounds.

Infogrames is putting together a game based on this war. Called *North and South*, it has nothing whatsoever to do with the telly programme. It does feature lots of tongue-in-cheek cartoon animation, though, and what we saw looked brill.

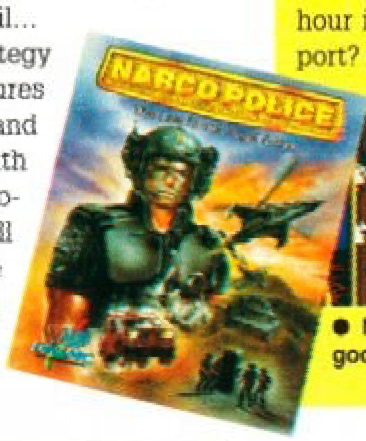
One or two players can take part in this strategy game, capturing forts, stopping trains and launching surprise attacks against their enemies. It all looks good fun, and the graphics we saw were excellent. We'll be bringing you a full review when we get our hands on a copy.

Narco Police

A big bad drug baron has holed up on his island retreat. A team of tough coppers are needed to flush him out before he flushes his stash down the bog. That team are the Narco Police, a special drug-busting unit, and you are their leader.

So – your warrant's been signed, and you've got the authorisation to go in there. Your team are armed to the hilt – drug barons don't take kindly to being arrested and spending the rest of their lives in jail...

The game mixes strategy with arcade action, and features Dinamic's usual big, bold and bright graphics, along with plenty of explosions and violence. We'll be telling you all about it as soon as we've seen it. In the meantime, you'll probably get the idea from the packaging...



Hero Quest

"Ha! Die, foul troll, by the blade of 'Deathbringer'. I'll cleave your skull in two, then clean it out for a pair of novelty ashtrays, you swine."

"No, no, may your limbs turn into frog's legs, and your brains burst out through your ears, now then what's the incarnation..."

"Let me at 'im. I'll slice 'is knees off with me battleaxe, 'cos that's all I can reach."

"Look, why can't we discuss this, I'm sure he doesn't want to be evil, and would much prefer to run around barefoot under the trees."

(*Look, what is all this? – ed.*)

Hero Quest is a popular boardgame produced by Milton Bradley. It's high jinks in a magical world inhabited by creatures that you read about in Fighting Fantasy books. Up to four players can take part in the adventure, and can play the character of Barbarian, Wizard, Dwarf or Elf. They have different abilities, like magic, strength and fighting. One other person is needed to run the game. This is because it features several different scenarios, so once you've finished one game, the next time you play you have a totally different quest and set of problems...

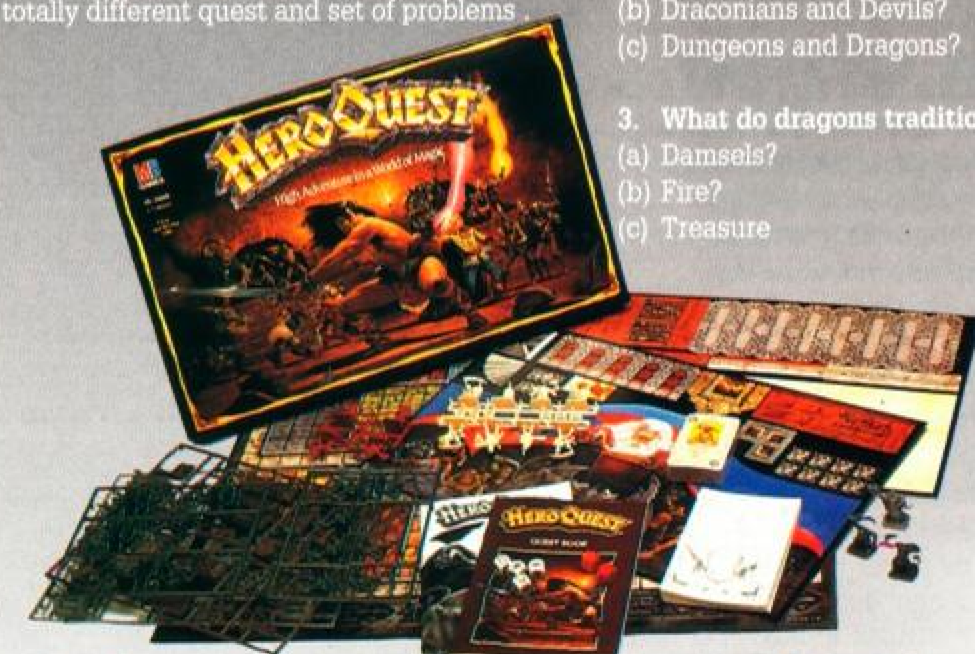
Hero Quest is based on the old *Dungeons and Dragons* role-playing games that were so popular around a decade ago. It's simplified to make it a suitable format for families to play. Now Gremlin is translating it from board game to computer game. The computer will take place of the Game Master, and control all the nasty monsters, as well as making sure your characters keep following the rules.

Hero Quest is set for an Easter release, but five of you can play the boardgame for the price of a postcard and stamp. The closing date is 28th Feb 1991, and entries should be sent to **Hero Quest Compo**...

1. The Balrog is the name of our hideously ugly Adventure Columnist. In which book in the *Lord of the Rings* trilogy did he 'kill' Gandalf?
(a) The fellowship of the ring?
(b) The two towers?
(c) The return of the king?

2. What does D & D stand for?
(a) Daisies and Daffodils?
(b) Draconians and Devils?
(c) Dungeons and Dragons?

3. What do dragons traditionally guard?
(a) Damsels?
(b) Fire?
(c) Treasure



● *Hero Quest* the boardgame is soon to appear as a computer game on the Amstrad.

Back to the Future III



The saga of Marty Mcfly continues in *Back to the Future III*. Marty, who's already been back to the '50s and forward to the 21st century, now finds himself thrust back to the Wild West, where the gun is the lawmaker.

It's a bit like a western, and Marty has to rescue Doc and bring him back to the present. There's just one problem – the car's out of petrol, so how are they going to reach 88 miles per hour in a day when horseback was the fastest method of transport? Well, that's for you to work out!

Mirrorsoft, producer of the previous *Back to the Future* games is working away on the licence. Thankfully, the screenshots look 100% better than *BTTF2*, which was an appalling Speccy port, so we have high hopes for this one. The game will be made available sometime in the near future. (There's a joke in there somewhere.)



● Not a Speccy port in sight (thank goodness)!

the Charts

es, we've done it again – totally edesigned the charts to make hem even more readable, enter- aining and informative!

For each game we're giving ou a brief description (and what e think of it!) and its position he previous month, together ith whether it's going up or own.

There are two big surprises his month – *Back to the Future I* getting to number one in the ll-price charts and the outra- eous upheavals in the budget harts!

The bods at Codemasters must e grinning all over their faces his Christmas, with no fewer han five of their titles in the harts, three of them new ntries...



● *Back to the Future II*: You lot out there obviously love it to make it number one – *why*?



● *Rick Dangerous II*: The *AA* Mastergame that *should* be number one this Christmas.

FULL-PRICE

▲ NEW ENTRY □ NO CHANGE △ GOING UP ▽ GOING DOWN

1	**Back to the Future II** *Mirrorsoft* The game of the film makes it to no. 1 – despite its awful Speccy graphics!	△	10
2	**Shadow Warriors** *Ocean* An OK-but-nothing-special beat-em-up from Ocean that's nevertheless doin' good.	▽	1
3	**Kick Off II** *Anco* The king of footie sims is back – and this time it's got graphics!	▲	–
4	**Chase HQ** *Ocean* OK, it's a good driving game, but what's it doing in the charts *still*?	□	4
5	**Robocop** *Ocean* The original has got to drop out of the charts soon, because the *sequel's* in the shops...	□	5
6	**World Cup Soccer '90** *Virgin* The official World Cup licence, and we liked it – enough to give it a Rave.	▽	3
7	**Batman – The Movie** *Ocean* Yet another excellent film licence from Ocean. This one's still going after a year.	▽	6
8	**Turrican** *Rainbow Arts* Perhaps the ultimate walking shoot-em-up got a Mastergame in *AA57*.	▽	2
9	**Platinum** *US Gold* A compilation of classic arcade conversions from the Goldies zooms straight in.	▲	–
10	**Wheels of Fire** *Domark* An excellent driving compilation for those gloomy winter evenings...	▲	–
11	**Midnight Resistance** *Ocean* Ocean's death-dealing military plod is good, but not that good...	▲	–
12	**Manchester United** *Chrysalis* We didn't like this footie sim much, but you lot obviously do!	▽	7
13	**TNT** *Domark* Another good Christmas compilation from Domark. Not as good as *WOF* though.	▲	–
14	**Gazza's Super Soccer** *Empire* Absolutely horrible. Just wait 'till you see *Gazza II* on the console – what a difference!	▽	12
15	**Bomber** *Activision* Still going strong, this airborne blast mixes combat and simulation well.	▽	13
16	**Subbuteo** *Electronic Zoo* Sounds like a daft idea, but not a bad little game – see the review this ish.	▲	–
17	**Rick Dangerous 2** *Micro Style* Brilliant arcade platform action – it should be no. 1!	▲	–
18	**Cricket Captain** *D&H Games* Hmm... we haven't seen this one yet, so we're saying nowt.	▲	–
19	**Football Manager World Cup** *Addictive* That old soldier of football sims turns up again in Cup guise.	▽	8
20	**Monty Python** *Virgin* Only 20th? The mad hunt for spam is worth more than that. You lot have got no taste!	▲	–

THE BUDGETS

1	**Quattro Combat** *Codemasters*	▲	–
2	**Quattro Adventure** *Codemasters*	▽	1
3	**Quattro Super Hits** *Codemasters*	▲	–
4	**Out Run** *Kixx*	▲	–
5	**Guardian Angel** *Codemasters*	▲	–
6	**Target Renegade** *Hit Squad*	▲	–
7	**Quattro Arcade** *Codemasters*	▲	–
8	**Jaws** *Alternative*	▲	–
9	**Run the Gauntlet**	▲	–
10	**Paperboy** *Encore*	▽	5

DATEL ELECTRONICS



dk'tronics

64K AND 256K MEMORY EXPANSION

- Simple plug in memory expansion gives instant extra memory.
- Features bank switching software for easy use by the programmer or for use as a data storage area.
- The software also features some extra BASIC commands.
- 64K unit expands 464 to 128K. The 256K unit takes your 6128 to 320K!!
- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
- Ideal for use with the CPM 2.2 etc.
- Bank switching done automatically by software (cassette 464 - disk 6128).

ONLY £49.99 64K FOR 464
ONLY £99.99
256K FOR 464 OR 6128 (PLEASE STATE)

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER

RAM

MUSIC MACHINE



It's a full sound sampling system allowing any
und to be recorded digitally into the computer RAM.
nce stored, the sound can be replayed at different
tches with many varying effects.

- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99
FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE AMSTRAD

AMDRUM



**Now you can turn your Amstrad into a real
gital Drum Machine.**

AmDrum from Cheetah Marketing is a superb
ug in device that produces "real" drum sounds
a its unique digital system.

On screen menu driven drum kit makes
mposing drum sounds easy for anyone to do!

Just plug the output into your Hi-Fi, cassette
ayer, etc. and that's it - your Amstrad is a drum
!!!

Comes complete with DrumKit Sound plus
tra DrumKit and Kit Editor Program (worth
.99) absolutely FREE!!

ONLY £14.99

SPEECH SYNTHESISER & STEREO SOUND BOOSTER

- This easy to use Speech Synthesiser includes a powerful Stereo Amplifier and two pod speakers which are an enormous improvement on the sound supplied by the internal mono speaker.
- Speech output is monorial but directed to both speakers. Booster gives stereo to computer internal sound output.
- Using the SPO/256 Speech Chip the unit has almost infinite vocabulary.
- Text to speech software is provided in ROM to make speech output simplicity itself.
- Voicing is transparent to the user and the computer can carry on with other program tasks as necessary.



ONLY £29.99
464 OR 6128 (Please state which)

dk'tronics

LIGHTPEN/GRAPHICS SYSTEM



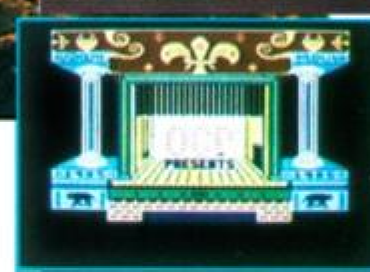
- Complete Lightpen and graphics system lets you create a whole range of effects on screen.
- It can magnify, shrink, colour fill and create circles, rectangles, lines and curves.
- Pictures can be edited at pixel level using a scratch pad which is magnified to a full screen.
- Picture storage and retrieval, and a pen calibration feature.
- Printer dump utilities for Epson/Amstrad printers supplied (on cassette).
- Complete package - no more to buy.

ONLY £14.99 CASSETTE
OR £24.99 WITH SOFTWARE ON ROM - NOTHING TO LOAD 464 OR 6128 (Please state which)

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR AMSTRAD AT A TRULY UNBEATABLE PRICE!!







TAPE OR DISK FOR 464 OR 6128 (PLEASE STATE WHICH REQUIRED) N.B. 464 NEEDS DK'TRONICS 64K RAM PACK



Genius Mouse

COMPLETE WITH OCP

ADVANCED ART STUDIO



- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. • Full cut and paste facilities plus excellent printer support.
- Pulldown/Icon driven menus for ease of use. • Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

COMPLETE WITH MOUSE INTERFACE



- The Genius Mouse Graphics System comes complete with the special Mouse Interface to allow super smooth control.
- Attractively styled to match your 464 or 6128 design and colour.
- Simply plugs into Expansion/Joystick port.

ONLY £49.99

TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER

FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

NEW



LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! • No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER LEAD RRP £9.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £327.98

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.
ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

CHEAT MODE BOOK

You've seen the covermount (*AA56*), you've read the blurb – now buy the book! *Cheat Mode II – The Revenge* is here...

All you old timers out there *must* remember *Cheat Mode 1*, the collected hinting, tipping and poking wisdom of *Amstrad Action*'s first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager *AA* readers looking for a way to take the sting out of their fave games...

Well you ain't seen nuthin' yet. *Cheat Mode II* takes the best cheats from the last three years of *Cheat Mode* and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together *150* previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why *Cheat Mode II* is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed – and you'll become the proud owner of the most important new work since... since... well, since *Amstrad Action* itself, dammit!



READ THE SMALL PRINT!

Important: Do you have any of the following games...?

1942 • 1943 • 2088 • 3D Starfighter • 3D Starstrike • 720 Degrees • Academy • Activator • Advanced Pinball Simulator • Afterburner • Airwolf • Airwolf II • Alien Highway • Aliens • Amaurote • Anarchy • Android II • Angleball • Arctic Fox • Arkanoid • Armageddon Man • Army Moves • Asphalt • Asterix • ATF • Auf Wiedersehen Monty • Avenger • Back to Reality • Bad Dudes vs Dragon Ninja • Ball Breaker • Ballcrazy • Barbarian • Barbarian II • Bards Tale • Basil the Great Mouse Detective • Batman • Battlefield Germany • Batty • Bedlam • Beyond the Ice Palace • Bigfoot • Biggles • Bionic Commando • Biospheres • Blood Valley • BMX Simulator • BMX Simulator II • Bobsleigh • Bombscare • Boscorian • Boulderdash • Boy Racer • Brainache • Bravestarr • Breakthru • Bubble Bobble • Cauldron II • Caves of Doom • Challenge of the Gobots • Championship Sprint • Cholo • Chronos • Chuckie Egg • Classic Muncher • Climb-it • Cobra • Cobra Force • Combat Lynx • Continental Circus • Contraption • Cop-Out • Crazy Cars • Crazy Cars II • Critical Mass • Curse of Sherwood • Cybernoid • Cybernoid II • Dan Dare • Dark Side • Death Wish III • Deep Strike • Desolator • Dizzy • Dominator • Doomdark's Revenge • Doomsday Blues • Doors of Doom • Dr Destructo • Dragon Ninja • Dragon's Lair • Dragon's Lair II • Driller • Druid • Druid III • Duet • Dun Darach • Dynamic Duo • Eagle's Nest • Eilodon • Elite • Empire! • Enduro Racer • Enlightenment • Equinox • Exolon • Fairlight • Fast Food • Fernandez Must Die • Fued • Firelord • Firetrap • Fly Spy • Flying Shark • Football Manager • Forgotten Worlds • Four Smash Hits • Freddy Hardest • Frost Byte • Galactic Plague • Galletron • Game Over • Game Over II • Gauntlet • Gauntlet II • Gemini Wing • Get Dexter II • Ghost Hunters • Ghosts 'n' Goblins • GI Hero • Glider Rider • Go Loader • Golden Talisman • Gothik • Grand Prix Rally II • Grand Prix Simulator • Green Beret • Gryzor • Gunship • Gunstar • Hacker II • Harrier Attack! • Head over Heels • Heartland • Heavy on the Magick • Herbert's Dummy Run • Heroes of the Lance • Highway Encounter • Hive • How to be a Complete... • Hunchback • Hunchback II • Hunt • Hydrofool • Icon Jon • Ikari Warriors • Impact • Impossaball • Incredible Shrinking Sphere • Indiana Jones and the Temple of Doom • Infiltrator • Inheritance • Inside Outing • Into the Eagle's Nest • Jack the Nipper • Jack the Nipper II • Jackle and Wide • Joe Blade • Joe Blade II • Karnov • Kat Trap • Killapede • Killer Gorilla • Knight Tyme • Krakout • Last Ninja II • Leaderboard • Licence to Kill • Lightforce • Little Computer People • Live and Let Die • Living Daylights • Mad Max • Manic Miner • Mask • Masters of the Universe • Match Point • Mazie • Metal Army • Metaplex • Miami Vice • Mickey Mouse • Mikie • Mission Genocide • Mission Jupiter • Monty on the Run • Moon Cresta • Moonbuggy • Motor Massacre • Moto • Moving Target • Mr Freeze • Mutant Monty • Navy Moves • Nebulus • Nemesis • Netherworld • Night Raider • Nightshade • Ninja Scooter • Ninja • Nodes of Yesod • Nomad • Northstar • Nosferatu • Oh Mummy • On the Run • Operation Gunship • Operation Wolf • Outrun • Palitrom • Paperboy • Parabola • Pipeline • Platoon • Predator • Prohibition • Pyramydya • Questor • R-Type • Radius • Radzone • Rambo • Ramparts • Ranarama • Rasputin • Rasterscan • Rebelstar • Red Heat • Red LED • Red October • Reflex Power • Renegade • Renegade III • Rick Dangerous • Road Blasters • Road Runner • Robocop • Rocky Horror Show • Roland in the Caves • Roland in Time • Rygar • Saboteur II • Sacred Armour of Antiriad • SAS Combat Simulator • Savage • Scooby Doo • Scuba Kidz • SDI • Sentinel • Shanghai Karate • Shark Tape • Shockway Rider • Short Circuit • Silkworm • Skweek • Solomon's Key • Soul of a Robot • Space Harrier • Space Hawks • Speed King • Spellbound • Spiky Harold • Spindizzy • Spindrome • Split Personalities • Spooked • Spy Hunter • Spy vs Spy • Star Wars • Starfox • Starglider • Stormbringer • Stormlord • Strangeloop Plus • Streethawk • Strider • Strike Force Cobra • Super Hang-On • Super Hero • Super Robin Hood • Super Stuntman • Supertest Day 1 • Sweevo's World • Sword Slayer • Swords and Sorcery • Tanium • Tankbusters • Target Renegade • Tempest • Tenth Frame • Terra Cognita • Thanatos • The Duct • The Fear • The Fourth Protocol • The Real Ghostbusters • The Train • The Trap Door • They Stole a Million • Thing Bounces Back • Thrust • Thrust II • Thunderbirds • Thunderblade • Thundercats • Total Eclipse • Tour de Force • Trail Blazer • Trantor • Trap • Treasure Island Dizzy • Triaxos • Turbo Esprit • Typhoon • Uridium • Vampire • Venom • Victory Road • Vindicator • Vixen • Voodoo Rage • WEC le Mans • Who Dares Wins • Who Dares Wins II • Wizard's Lair • Wizball • Xcel • Xor • Xybots • Yabbadabbadoo • Yogi Bear • Zarkon • Zoids • Zub • Zynaps

Yup, you've guessed. Every single one of these games gets the* Cheat Mode *treatment in* Cheat Mode II: The Revenge. *Unbelievable, isn't it!

Can you afford to be without it?

ORDER FORM

Yes please! Send the following right away:
(Tick the appropriate box)

☐ Copy/copies of the indescribably spiffing *Cheat Mode II* at £9.99 each
(Remember to add £1.45 for p & p)

☐ Copy/copies of the even more fabulous *Cheat Mode II* plus tapes at £11.99 each
(You haven't forgotten the £1.45 p & p, have you?)

Name ....

Address ....

....

....

Telephone number ....

I enclose a cheque/postal order for ....

Made payable to "Future Publishing Limited"

I wish to pay by Access/Visa. Card number ....

Expiry date ....

Signed ....

(Please allow 28 days for order processing and delivery)

Send your payment to-

Amstrad Action Cheat Mode Book Offer
Freepost
Somerton
Somerset
TA11 7BR

TELEPHONE HOTLINE

If you simply can't wait for the post, you can order your copy of *Cheat Mode II* by credit card. Simply phone 0458 74011...

WIN THIS AMAZING "Out Run" ARCADE MACHINE!

HIGH ACTION ROAD RACING ADVENTURE!!



THE ULTIMATE ARCADE GAME WORTH £2000!

How do you fancy winning a **Sega Out Run Arcade Machine**, so you can use it whenever you want and never have to pay to play? You bet!!! Well, this brilliant arcade game is worth £2000 and to give yourself a chance of winning it all you have to do is call **0898 101988** where you'll have to try and beat our race course before you get beaten by the clock!! If you get to the finish line in time and leave the best answer to our tiebreaker question then this rad machine is yours!!!

CALL 0898 101988

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Populuxe Productions, PO Box 1640, London, NW1 8NG.
Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

Win a load of balls!

Footballs, that is...

Yes, to celebrate *Gazza II* on the console, *Amstrad Action* and Empire are giving away five footballs signed by the living legend himself!

And there's more...

Five oh-so-lucky winners will be blubbering with joy when they get these priceless items thrust through their letterbox... well, pushed under the door, then... OK, when the postman bangs on the door and asks you what the hell he's supposed to do with the thing and what with his corns and all...

And your postie will be doubly pi... er, annoyed because he'll also be delivering a brand, spanking new pair of footie boots!

And that's not all! Enfolded in a crispy white envelope (probably) will be a one-year season ticket to the football ground of your choice. We know, we know – it's amazing!

Needless to say, it's not going to be an easy matter winning one of these fabulous prizes. We're going to test your footballing knowledge to its limits, just to make sure that only true footie fans stand a chance of winning this absolute corker.

But first, the rules...

- As ever, no employee of Future Publishing is eligible for entry, no matter how much money he or she offers Rod in a brown paper bag at five o' clock tonight behind the bike sheds.
- The closing date for entries is February 28th 1991, and any arriving after that date will be scrunched up and pushed behind Adam's in-tray, where archaeologists will discover them in two thousand years.
- The judges' decision is final and no correspondence will be entered into, especially with all those people who thought sending in 12" x 9" envelopes covering in luminous magic marker scrawlings would make a blind bit of difference.
- Once again, NO MULTIPLE ENTRIES. I mean, we had one guy last time who must have spend about £20 on stamps, all of which ended up in the bin. At the slightest suspicion of tawdry trickery, fiddled forms and erroneous entries will be boiled in nitric acid for six hours and then buried in a slurry pit near Shepton Mallet.

FIVE LUCKY WINNERS WILL EACH GET...

- A football signed by Gazza himself
- A year's season ticket to a football club of their choice
- A pair of football boots
- A clip round the ear if they complain

GAZZA COMPO ENTRY FORM

To enter our Gazza competition, all you have to do is answer the questions on this form, cut it out (or use a photocopy) and send it to:

GAZZA COMPO
AMSTRAD ACTION
BEAUFORD COURT
30 MONMOUTH STREET
BATH
AVON BA1 2BW

Easy, eh? Don't you believe it! These Gazza-signed footballs will be worth... ooh, who knows *how* much in years to come. Which is why we're going to make sure that only ardent fans get a chance of winning them and the other *fantastic* prizes that make up our *unbelievable* competition. (Sorry, we're copying this from one of those letters the Automobile Association sends members who haven't paid their subs...)

So, without further ado, here are the questions:

1. Who does Gazza play for?
(a) Tottenham Hotspur
(b) Arsenal
(c) Manchester United
(d) Liverpool

2. Which of the following teams was *not* in the 1990 World Cup semi-finals?
(a) Argentina
(b) Brazil
(c) England
(d) Holland

3. Who is England's most-capped goalkeeper?
(a) Pat Jennings
(b) Gordon Banks
(c) Peter Shilton
(d) Gustav Mahler

4. Which of the following does *not* describe *Gazza II* on the console?
(a) Wicked
(b) Ace
(c) Ultra-fast
(d) A quarter to three

5. Name the software house that produces *Gazza II*
(a) Umpire
(b) Empire
(c) Vampire
(d) Quagmire

Tough or what? Now all you have to do is write down your particulars:

Name..

Address..

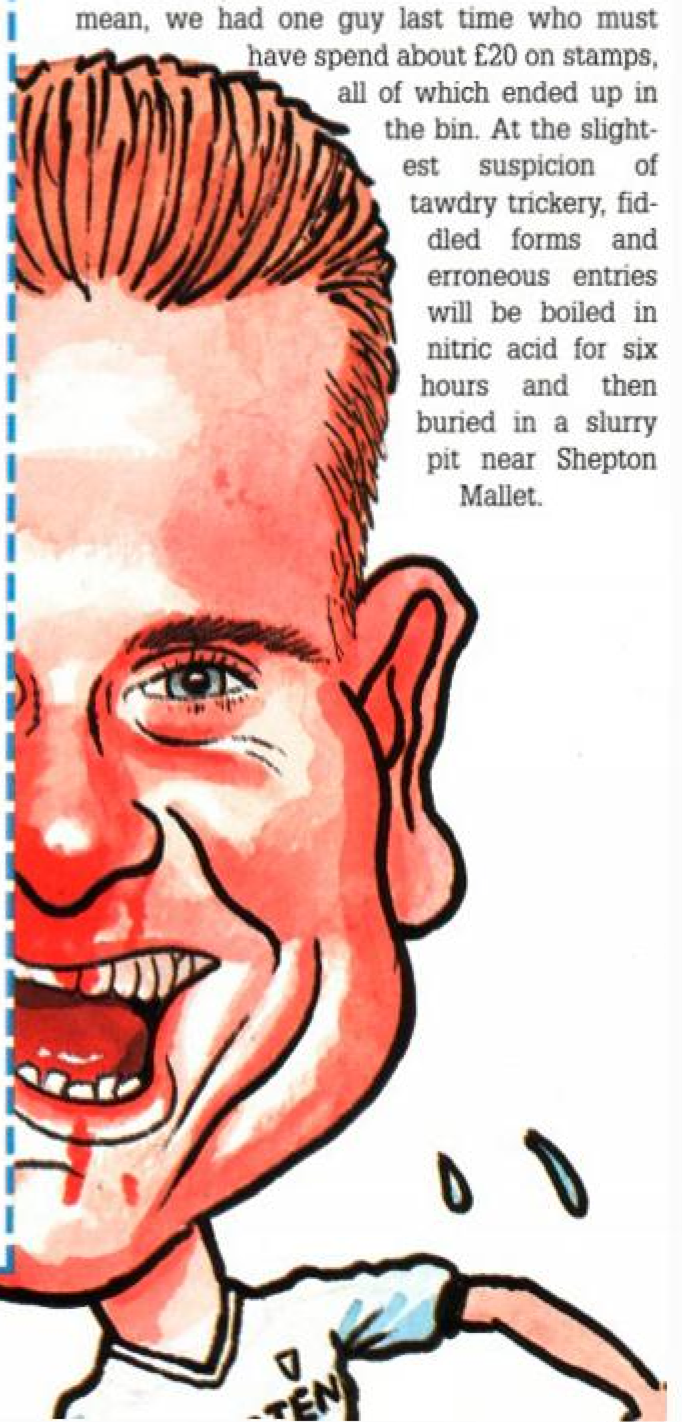
....

And now we need to know two other things, just in case you're one of our five prizewinners!

What is your shoe size?..

Which UK football club would you like a season ticket for? ....

Got all that? Well then, what are you waiting for – get cracking!



FREE DISCS & SOFTWARE!!

3.5' DISC DRIVES

FREE DISCS & SOFTWARE!!

Order a 3.5" disc drive from SIREN SOFTWARE between now and 31st December 1990 and receive a free bundle of 5 blank 3.5" discs, and a superb disc utilities package consisting of a Ram disc, Sector Editor, Directory Editor and a Fast Formatter. This bundle normally retails at £19.99, but we're giving it away FREE!!

Everybody knows that our slimline 3.5" disc drives are the most reliable on the market. Our whisper quiet drives have a custom designed in-built power supply that ensures totally trouble free performance. All drives come complete and ready to use and each one is individually tested before despatch. A 12 month guarantee is given with each disc drive.

PRICES

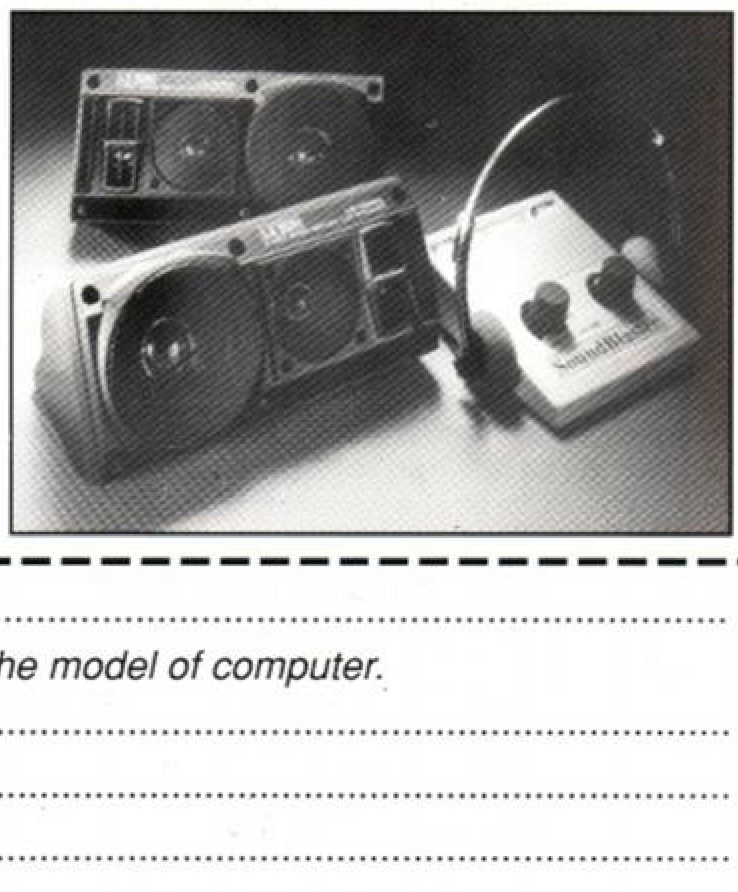
3.5" DISC DRIVE	£89.99
ROMDOS	£29.99
RAMDOS	£19.99
ROMBOX	£24.99
PC-TRANS	£24.99
3.5" BLANK DISC	£1.00
SOUNDBLASTER	£52.99

ALL PRICES INCLUDE VAT AND UK POSTAGE

Access VISA

SOUNDBLASTER

Play all your games with ARCADE QUALITY STEREO SOUND EFFECTS. The SOUNDBLASTER is a stereo amplifier that comes complete with high quality 50 watt 3 way speakers, power supply and FREE stereo headphones. The Soundblaster plugs into the stereo socket on your computer. THE SOUNDBLASTER MAKES THE IDEAL CHRISTMAS PRESENT. Available now priced **£52.99**



LEASE SEND ME:- ....

Y COMPUTER IS A CPC 464 664 6128 *Please circle the model of computer.*

ENCLOSE A CHEQUE/MY CREDIT CARD NUMBER IS ....

AME: ....

DDRESS: ....

....

SIREN SOFTWARE, 84-86 PRINCESS ST., MANCHESTER M1 6NG. TELEPHONE ORDERS ON 061 228 1831. FAX 061 228 1831

Devil's Advocate



In a *Free for all* special, CAROLINE LAMB canvasses the public domain community about the perils and pitfalls of setting up your own PD library. In particular, the sheer quantity of loot you're going to need...

Let's face it, it does look like a bit of a cushy number, doesn't it? Think all it needs is a few hours a day, a box to put your software in and a pile of blank disks? Fame and fortune here we come!

But there is a catch – several catches, in fact. I once ran a small PD library for a few months, and I can tell you now, it's no bed of roses. So in my capacity as *Amstrad Action's* PD columnist, I had a chat to a few of those worthy people running the libraries around today about what it really is like to set up your own PD business. Here, then, is their story...

A serious business

The first thing to remember is that you will be embarking on a *business* (unless you want to lose money!), and you must make sure that you adequately cover your costs right from the start – and that includes all your initial capital expenditure, i.e. all the money needed to buy your equipment, stationery and media.

Any accountant will tell you that all these costs have to be set against the cash you aim to make – if you don't at least break even, then it's not a business, is it? And from then on, there are lots of hidden expenses you don't really think about, that themselves must be taken into account.

So that's the purpose of this article, to demonstrate just how much moolah you are going to have to part with if you plan to set up a public domain library on strictly business terms...

The hardware

Well it might be a good idea to own a computer first. (I did say we were starting from scratch!) So go down to your local computer dealer and put £390 in his hand and ask him for a CPC6128 with colour monitor. What the heck, give him an extra £100 and get a second disk drive at the same time, because you'll definitely need it.

Whoops, nearly forgot, better get some blank disks while you're in the shop – say, 50 to begin with – that's another £115 at least. Better get a data-corder and lead as well – at least another £25. Oh, get a printer as well, you'll need itfor correspondence and to produce a catalogue for your library. Cost? At least another £200.

The 'soft'-ware

Right, so you're back home now and your wallet is £839 lighter. Never mind, you are determined to get this PD library up and running, so you set up your computer and switch on... What do you mean, nothing is happening? Ahh you've forgotten to put a 50p in the electricity meter – go and stick one in now. And don't say that's just being daft, because it's all money you've got to lay out.

OK that's got it working, but as it's getting dark you'd better switch on the lights – and turn on the heating as well, 'cos it's turning a wee bit chilly.

Right then, down to work! Whoops the lights just went out. Well you don't expect 50p to last very long did you? Stick a tenner's worth in there and have done with it...

Where are the programs?

Here we go then, £849 washers later and everything's ready to go... except you haven't got any PD software in your library yet. Hmmm, you've got two choices. You can spend lots of time and lots of dosh scouring the country for other perveyors of PD and getting the code off them, or you can do the other thing and write your own...

...Whaddya mean, you don't know how to program? You'd better go out and buy some decent 'Teach-Yourself' books, that's about another hundred quids worth to go on the bill so far. £949 and still nothing to show for it... never mind, you really are adamant, aren't you, that you want to go through with this?

DO YOU KNOW WHAT YOU'RE IN FOR?

As more and more readers learn about the fascinating world of the public domain, so more and more of them are tempted into setting up their own libraries. I'd urge you, though, to think very carefully indeed before you do, in case you're biting off more than you can chew.

For a start, do you understand all the legalities of public domain? The software can be distributed freely (in both senses of the word), but you MUST NOT alter the code in any way. Similarly, you must not incorporate the code into another program, altered or otherwise.

Copyright laws governing music mean that many PD demos containing sampled sound are, in fact, illegal, so you must make sure all the material used in products you distribute is original, otherwise you could be in serious trouble.

You also have to be careful that material sent to you as 'public domain' really is! More than a few programs have ended up on the PD network that should never have been there at all. And the programmers/publishers tend to get very upset when they find out!

Most of all, though, can you cope with the demand? It may be that you only get a trickle of enquiries about your software, but if you're lucky enough to generate large amounts of interest you may find yourself swamped by orders. If you have to stay up all night, every night, just keeping up with demand, your PD dream might just turn into a nightmare. And bear in mind that customers can get very shirty indeed if their order is delayed. *You* know you're not a crook, but *they* don't...

Finally, if business takes off you're going to have to keep a proper track of your transactions. Before very long, if you make a success of your venture the tax man is going to get very interested, and unless you can produce proper records he'll whack a tax bill on you that'll make your eyes water.

You still want to do it? Well, we wish you all the best...

No time to lose (Lautrec)

)K, learning to program is going to take a little vhile. That means there's no time for school, o you'd better get a sick note from your mum. Vhat? You left school twelve years ago? You . ιow work for a living? Well you had better take ome time off, perhaps a couple of weeks (*are ve on the same planet, Caroline? – ed*), to earn how to program competently and another ouple of weeks to write your first few pro-rams. That'll cost you at least £500 in lost arnings. (Or even your job, if your boss finds ut!)

Hang on for a moment, let's evaluate the ituation so far. It has cost you £1,449 to buy he computer equipment, teach yourself pro-ramming and write some programs (well hree actually, but they are goodies!) A PD cat-logue that only contains three titles isn't very npressive, is it. I think you need to get some nore titles before you think about going any ırther.

'he search begins

Vhere are you going to get them from? Well ow about getting some from other PD braries? Good idea. Let's go to town on this ne and send off five of your blank disks to six ifferent PDLs and ask them to cram them full f programs. Great idea. The postage and jiffy ags will only cost you £4.44, add on an extra 55-ish for the software itself – call it a round 40. That's peanuts compared to the £1,449 ou've already splashed out.

So one week later and £1,489 pounds into ıe equation, you now have 30 program-acked disks. So what's on them? Well unfortu-ately you've found that a lot of the libraries tock the same programs (such is the nature of ıe public domain), and a lot of the programs ave been duplicated. In addition, some of the rograms are, quite frankly, rubbish. Even vorse, many of the better programs, although heap, are NOT in the public domain, so you an't use them. (Many libraries have a stock of ery cheap, but nonethless copyrighted, soft-vare – the cost is about the same, but the legal ituation is entirely different.)

I know! There's supposed to be a wealth of D stuff freely available from Bulletin Boards! 'ows about getting some of that?

Super stuff! Go out and buy a modem and an RS232 interface, that's only an extra £200 (running total is now £1689). Stick it into the back of your computer and plug it into your phone socket... er, you don't have a phone line. No problem – send BT £140 and it'll eventually come and install one for you. Give BT an extra £17.65 up front for rental charges – oh, and add on another £30 for the phone itself – and away you go.

Let's see... so far you are into your bank for the princely sum of £1876.65. We might as well add £123.35 for heating, lighting, telephone call charges etc, and call it a round £2,000. You had better have a work with your bank manag-er... oh yes, and later on we'll have to add on bank charges as well!

THE SPIRIT OF PD

"But public domain software should be free – how come I've got to pay for it?"

A very common question, but you've got to be able to answer it if you want to run your own PD library. True, the software itself *is* free – in fact, it's illegal to charge for it – but you *can* charge a fee for copying it. How much you charge depends partly on your own conscience and partly on how much people are prepared to pay. Remember, any program is likely to be in half a dozen different libraries, so punters who don't like your charges can simply shop elsewhere!

Beyond this, though, there is a general feeling in the public domain world that those distributing it should be doing it out of good-spiritedness, pro-viding a useful service to fellow computer owners. It's OK to cover your costs, but profit-making is frowned upon.

THE REAL COST?

The arguments in this article revolve around the business principle that everything you need for the busi-ness must be paid for out of its revenue.

However, is it really likely that someone starting up a CPC PD library wouldn't already have a CPC? And most libraries will be started up in the spare room or a corner of the lounge, rather than in new premises, so heating and lighting costs will in many cases have been incurred anyway – it's just that you're working on your computer rather than reading a book or watching the TV.

Probably the least obvious, but most important, resource in the long-term, however, is you. It's easy to lose track of how much time you're spending on your library, and early on you may well decide it's worth working all round the clock just to get started. Ultimately, though, you must make sure that you yourself are being adequately rewarded for your time. If you're only 'earning' a couple of quid an hour for what will quite probably be dull, repetitive work (have you ever tried copying the same set of programs onto dozens disks consecutively?), you might just as well go and work in a bar serving drinks or collecting glasses in your spare time. It's just as interesting, and the hours are regular!

Let's party!

At last, you're ready! After weeding out all the naff PD programs you've collected, you've now got ten disks packed full of wonderful software that also happens to be available from any other PD library. That's not much of an incen-tive for people to order programs from you, is it?

What do I mean? You have all the equip-ment you need, all the programs ready on the disks. You are now ready to rock 'n' roll. Off you go and make your first million...

Pardon? No customers? Well of course not, you haven't told anybody that your PD library exists yet, let alone explained what you have to offer CPC users.

You could write to me and ask for a bit of free publicity. No problems, I'd be happy to oblige. But remember you'll have to send me a sample of your wares and it will take at least a month before my review will appear in these hallowed pages. In the meantime, your bank manager might start to become a little restless. In that case you'd better write to ALL the mag-azines that cover the CPC. (Sorry, I mean *both* of the other magazines that cover the CPC – *ACU* and *New Computer Express*.)

In the meantime, perhaps an advert might help? This can cost anything from £40 to £550, depending on how large you want it to be and which magazine you want to advertise in.

Go for broke and shell out £550 for a really large ad (running total is now £2,500). Now you can sit back and wait for your first soft-ware order. A week later and Bingo! – it arrives... some guy has sent you 45 pence and tatty old C30 and asked you for 356K's-worth of software...

They say that your first order is like your first love, you never forget it...

Well, you're certainly not going to forget this one. If you're lucky it's only going to take 30 minutes to transfer the programs onto tape, and you have made 45p.

You don't need to be much of an expert at maths to work out that at this rate you will need 5,556 such orders and 2,778 spare hours before you pay off the £2500 cost of starting up your library in the first place.

In the meantime, you'll still be clocking up expenses in the form of heating, lighting, tele-phone calls, advertising etc etc... My advice? Don't give up your day job!

Profit or loss?

Even if my calculations are 100% out, you can now see that you will need over £1,000 just to start up your own PD library. And don't forget that the bigger your organisation becomes, the greater your running costs and overheads are going to be.

So there's no little or no profit, as such, to be made from distributing public domain soft-ware, only money which has to be ploughed back into your library to cover operating costs.

Why oh why?

So why *do* people set up PD Libraries and con-tinue to operate them? A good question, and one which could have several answers. Perhaps it's the unending quest for fame and fortune, or a selfless desire to serve their fel-low CPC-ers – or perhaps they are just plain barmy?

I don't know the reason, I'm just glad that they are there providing a support service at a fraction of the price that commercial companies charge.

K & M COMPUTERS

★ ★ FAST ★ ★ FRIENDLY SERVICE ★★

ADVENTURE	CASS	DISC
Gnome Ranger	£9.90	
Mindfighter	--.--	£5.90

COMPILATIONS	CASS	DISC
Cecco Collection	£9.90	£13.90
Heroes	£11.75	£14.90
100% Dynamite	£11.75	
The Biz	£11.75	
Megamix	£11.75	
Edition 1	£9.90	£17.75
In Crowd	£11.75	
Mindstretchers	£13.90	£13.90
Platinum	£11.75	£14.90
T.N.T.	£11.75	£17.75
Wheels of Fire	£11.75	£17.75
Hollywood Collection	£11.75	£14.90
Sega Master Mix	£12.75	£17.75

STRATEGY / SIMULATION	CASS	DISC
Lords of Chaos	£7.75	£11.75
Battle of the Bulge	£8.75	£11.75
Oriental Games	£9.90	£14.90
Int. 3D Tennis	£7.75	£11.75
Pro. Tennis Tour	£7.75	£13.90
Dragons of Flame	£8.75	£13.90
Bloodwych	£7.75	£11.75
Sim City	£8.75	£12.90
Pirates (6128)	--.--	£14.90
Gunship	£11.75	£14.90
Manchester United	£7.75	£11.75
Kick Off 2	£7.75	£11.75
Ancient Battles	£11.75	£11.75

EDUCATIONAL	CASS	DISC
Answer Back Junior	£7.95	£11.95
Fun School 3 (U5, 5-7, 7+)	£9.99	£12.99
Fun School 2 (U6, 6-8, 8+)	£7.99	£9.99
Dragon World (6128)	--.--	£20.95
Granny's Garden (6128)	--.--	£16.95
Three Bears (6128)	--.--	£13.90
Physics GCSE	£11.75	£14.95
Chemistry GCSE	£11.75	£14.95
Biology 1	£8.50	£12.95
Physics 1	£8.50	£12.95
Chemistry 1	£8.50	£12.95
Magic Maths (4-8)	£8.50	£12.95
Maths Mania (8-12)	£8.50	£12.95
Maxi Maths (Geometry 12+)	£8.50	£12.95
Better Maths (12-16)	£8.50	£12.95
Fun School 3 (U5, 5-7, 7+)	£9.90	£12.90
Iankey Typing Tutor (6128)	-.--	£19.90

ARCADE	CASS	DISC
Snowstrike	£8.75	£11.75
Stormlord 2	£8.75	£11.75
Batman the Movie	£7.75	£11.75
Outrun	£3.90	
Turrican	£7.75	£11.75
Dr. Dooms Revenge	£7.75	£11.75
X-Out	£7.75	£11.75
Barbarian 2	£3.90	
New York Warriors	£7.75	£11.75
Skate Wars	--.--	£11.75
Rainbow Island	£7.75	£11.75
Back to Future 2	£8.75	£11.75
Rick Dangerous 2	£7.75	£11.75
Puffy's Saga	£7.75	£11.75
Stunt Car Racer	£7.75	£11.75
Dragon Ninja	£7.75	£11.75
Elite	£3.90	
Ninja Turtles	£10.75	£13.90
Super Off Road Racing	£8.75	£11.75
Twin World	£7.75	£11.75
Bad Lands	£7.75	£11.75
ST Dragon	£8.75	£11.75
Golden Axe	£8.75	£11.75
Midnight Resistance	£7.75	£11.75
Night Breed	£8.75	£12.75
Monty Python	£7.75	£11.75
North & South	£10.75	£13.90
Spy Who Loved Me	£7.75	£11.75
Dragon Breed	£7.75	£11.75
Shadow of the Beast	£10.75	£12.75

COMING SOON

The following games were not released at 21.11.90 but are due soon. Please phone for availability and other new releases.

Total Recall	--.--	PHONE
Iron Lord	--.--	£14.90
Sly Spy	£7.75	£11.75
Satan	£7.75	£11.75
Mystical	--.--	PHONE
Stun Runner	PHONE	--.--

BUDGET CASS. £2.50 EACH

Double Dragon	3D Pinball
Quatro Superhits	Sidearms
Salamander	Predator
Live & Let Die	Silk Worm
Dizzy Collection	Matchpoint
Target Renegade	Cobra
Tr. Island Dizzy	Avenger
Supertrux	Fast Food
Quatro Adventure	R-Type
Question of Sport	Kwik Snak Dizzy
Blazing Thunder	Yogi Bear III
Monsters	

AMSTRAD GX4000
CONSOLE £97.00

Cartridges - £23.50
Robocop II, Chase HQ II, Shadow Warrior, Batman, Operation, Barbarian, Double Dragon

NOW IN STOCK
PHONE FOR LATEST CARTRIDGES

KDS Electronics Special Offers

Rombox	£25.95
8 Bit Printer Port	£19.95
Serial Interface	£45.95
Ramdos (Disc)	£24.95
Romdos (Eprom)	£28.95

Mini Office 2
Cass £11.90 Disc £14.90

SPECIAL OFFER
Amstrad Joystick with 17 games on disc (inc. Trivial Pursuit) £24.95

Amsoft/Maxell 3" Discs

One	£2.50
Five	£12.00
Ten	£21.00

3.5" BULK DISCS ONLY 40p EACH

Arnor Products

	DISC	EPROM
Protext	£19.90	£29.90
Promerge	£19.90	---
Promerge +	---	£24.90
Prospell	£19.90	£24.90
Maxam	£19.90	£29.90
Maxam 1.5	---	£22.90
Utopia	---	£22.90

STOPPRESS £39.95
AMX ART £59.95
STOPPRESS & MOUSE £69.95

DMP 2000/2160/3160
RIBBONS £3.00 EACH
£5.50 FOR 2 - £13.00 FOR 5

OVERSEAS INC. EIRE PLEASE ADD £1.00 PER ITEM OF SOFTWARE. PAYMENT MUST BE IN STERLING

ACCESSORIES	
Rombo Rombox	£34.95
464 Keyboard Ext. Leads	£6.99
6128 K.Board Ext. Leads	£7.99
464 Cover Set Col/Mono	£8.00
6128 Cover Set Col/Mono	£8.00
DMP 2160/3160 Cover	£4.50
DDI-1/FD1 Dust Cover	£3.50
3" Drive Cleaner	£4.99
Multiface 2+	£44.95
Cassette Player & leads	£24.99
6128 Cassette leads	£3.50
Lockable 3" disc box	£8.99
AMS 30L Disc Box	£12.50
Printer Stand	£10.99
Ribbon Re-Ink	£12.95
Mouse Mats	£4.95
6128 Plus Exp. Adaptor	£14.95
Turntable Monitor Stand	£15.95
Printer Lead	£9.99
Computer Desks	24.95

BUSINESS/UTILITIES	DISC
Advanced Art Studio	£19.99
Tasword 6128	£22.95
Masterfile 3	£32.95
Mastercalc 120	£20.95
Qualitas+ v.2	£13.90
Miraprint	£22.95
Miracopy	£11.95
Qualitas Font Pack	£13.95
Money Manager CPC	£24.95
Sprites Alive	£19.99
Sprites Alive Comp	£27.99

HARDWARE	
Star LC10 Printer	£179.00
Amiga Screen Gems	£379.00
Atari STFM Discovery	£285.00
Atari STE Power Pack	£379.00
FD1 Second Drive	£99.95

JOYSTICKS	
Jetfighter	£14.95
Superboard	£19.99
Ergostick	£17.75
Pro 5000	£13.95
Turbo 3	£9.99
Amstrad JY2	£9.99
Megaboard	24.50

ALL ITEMS ARE SUBJECT TO AVAILABILITY

ALL PRICES INCLUDE VAT AND POST & PACKING ON ORDERS OVER £5
UNDER £5 ADD £1 P&P

K & M Computers (AA)
140, Sandy Lane Centre
Skelmersdale,
Lancashire, WN8 8LH

PHONE 0695 29046
FAX 0695 50673
24 HOURS

Access VISA

Prop. K. Fairhurst

ActionTest

Two cracking console games this month, plus a racing Mastergame...!

GAZZA II

It's brilliant! We didn't like *Gazza I* (not one bit) but this one is a corker. Turn to page 48 to find out why...



LOTUS CHALLENGE

Gremlin does it again with a *brilliant* driving sim. More on page 46...





● The turtles are here! Well, on page 58, actually...



● *Subbuteo*? *On a computer*? If you think it sounds daft, prepare to be surprised. Page 60...



● *Epyx World of Sports* on the console! You won't believe the graphics! Page 44...



● Blow up the Middle East in *UN Squadron*, taking off on page 56...

Epyx World of Sports

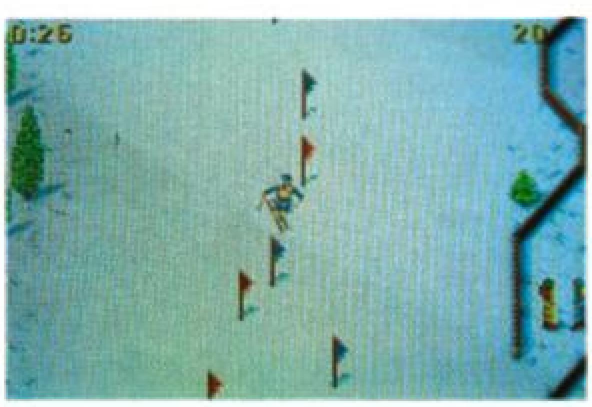
US Gold ★ £24.99

The urge to compete is irresistible. Don't you feel you need to pit your fitness and skills against others? Don't you need to win at everything you do? If not, then you're probably a normal, well-adjusted person. However, if you are manically competitive you might be willing to travel all over the world in order to beat people at exciting and obscure sports. This selection of four games lets you do just that.

There are four sports which you'll have to master if you want to reach the top of Epyx's high score table. The first is good old BMX riding (remember that?). It's not a case of tackling the traditional half-tube this time, but pedalling along an incredibly perilous track, littered with railway sleepers, bales of hay and vertical drops.



● Slicing majestically through the snow...



● ...making it look so impressively easy until...



● Oww! I think I've cracked three of my ribs!

The track scrolls in a sort of 3D towards the top left hand corner of the screen. You, controlling your speed and direction, must successfully get to the end of the course in the shortest possible time. You have three lives, losing one every time you tumble off the bike. The best way to complete the course is to go as fast as you can, doing wheelies whenever you reach an obstacle to bounce over it. If you do come off, you'll either start at the beginning or half way through, depending on how far you got before the tragic accident.

Having proved how incredibly talented at BMXing you are, it's time to get on a plane and fly to Switzerland (or, conceivably, Austria) to strap on your skis and go, er, skiing.

You start in a shed at the top of a fiendish slalom course. Dig your sticks in, push, and you're off. Again, you control speed as well as left and right movement. Speed is still of the essence. You view yourself from in front and above, so the angles are easier to judge. The only problem occurs if you let your speed build up too much. You won't be able to get through many of a gates, and will end up smacking into a pole. You lose a life and lie there for a few seconds, dazed.

The controls are suitably skiddy; you'll be hammering the joystick or joypad to get round some of the trickier switchbacks. And it is so frustrating when you see a flagpole looming up right in your path. It's possible to miss out some gates. You don't get any points for doing this, but you'll stay on your skis until you reach the bottom.

Having survived that with only minor breaks, dislocations and frostbite, you'll want to travel to a warmer part of the world. What about Hawaii? Yeah! Everybody jump in the water because the surf's back in town! (*eh? – ed*).

You must ride a huge wave, doing tricks, flips and other brave manoeuvres to gain as many points as possible. Again, you'll have to be quick because the wave is beginning to break. If you get caught in the curl, you'll tumble off, smacking your head nastily on the sea-bed and losing one of your lives.

There are a number of moves you can attempt on the crest; the harder and more impressive they are, the more points you'll get. Simple backward flips look a bit pathetic, but if you keep doing a lot, your score gets to be quite



● Strap on the BMX 'protective but trendy' kit.



● Some of the slopes are rather steep.



● Pulling wheelies is a good way of getting points.



● Those sleepers and hay-bales can be jumped, but are best avoided.



● Awesome! Leap onto the board and ride the surf!

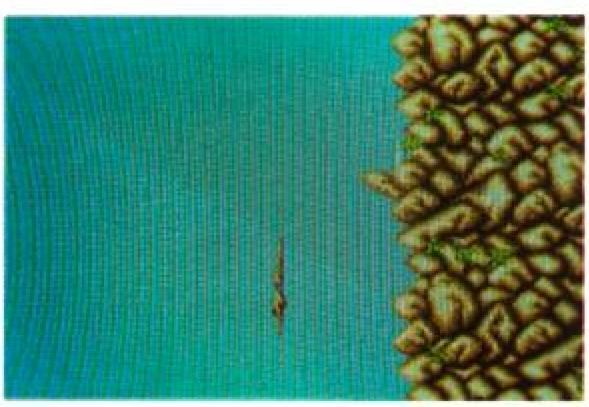
respectable. Or you can try flying off the top, twisting in mid-air, then slipping back down the wave. It's very tricky and requires practice, skill and the ability to swim.

Having developed a taste (albeit salty) for aquatic competition, you then travel back across half the Pacific to Mexico. There you decide to jump off some very high cliffs into approximately fifteen feet of water. People who do this find it hard to get comprehensive life insurance, because it is a tad risky – those rocks are sharp and can certainly have your eye out if you're not careful.

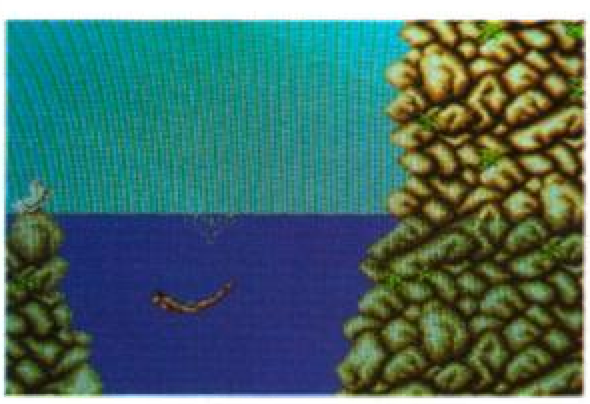
You control the angle of the diver; you can either drop straight down, in which case you might collide with the rock-face whizzing past



● Hurl yourself as far from the cliff as you can.



● Let good old gravity do all the hard work.



● And enter the water as cleanly as possible.



● Flip the board into the air to gain mega-points.



● The uncool bit, when you tumble into the ocean.

mere inches away, or a select a flatter trajectory ending in a belly-flop which hurts a great deal.

Points are awarded on whether you manage to enter the water cleanly, and whether you strike the bottom of the rock-pool before surfacing.

A large pelican sits on a rock next to the pool and watches all your efforts. If you are too pathetic, he covers his eyes with his wings. It's certainly a nice touch, and is well drawn to say the least.

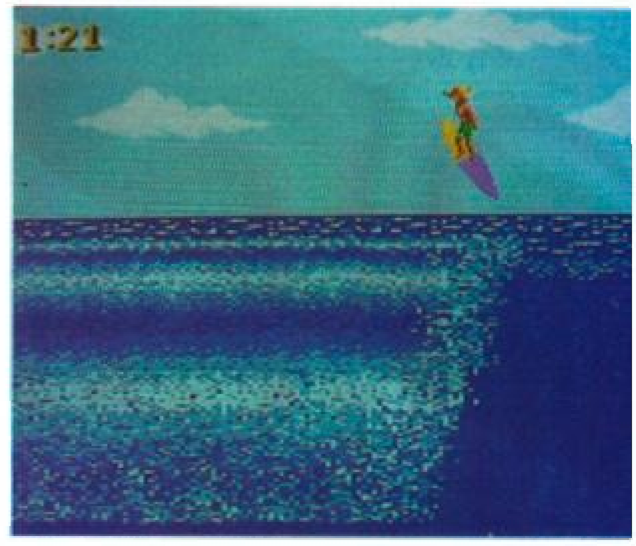
The graphics are without exception very pretty indeed in all the events. They are fast and smooth as well, as we are coming to expect from the far superior cartridge-based software. It has to be said that in the skiing and surfing events, the sprites are not particularly large. However, they are very detailed and will impress the socks off you.

The sound might have taken straight from an arcade machine. It complements the gorgeous visuals perfectly, and really demonstrates what is possible with the new stereo effects. A tune plays throughout the events and spot effects punctuate the action at the salient points.

What lets down *World Of Games* is –surprisingly – its 'forgivingness'. The events are all fairly easy to complete but if you don't suc-



●Ow!You've jst dived 100 feet into four feet of water.



● But make sure that your feet stay on the board. It's very

ceed, you automatically go on to the next one anyway. This means that all you're doing is trying to get points rather than progress in the game. There a several differing manoeuvres which you can perform in each discipline, but they are subtle and difficult, so you'll probably end up just going as fast as you can, to get points that way.

The most startling thing of all about *World of Sports* is not the gameplay, which has been seen before, but the sheer quality of the graphics – it's hard to believe it's playing on an 8-bit Amstrad!

So, all in all, *World of Sports* is a distinct step up from the current crop of CPC games in terms of graphics and sound, but unfortunately lacks the real gameplay to accompany this feast for eye and ear. More events would have been nice, as would a bit more variety and length in each one.

James 'Surf-Bum' Leach

VERDICT

FIRST DAY TARGET SCORE
Score in all four events

GRAPHICS	**94%**
SONICS	**73%**
GRAB FACTOR	**70%**
STAYING POWER	**66%**

AA RATING 72%

Great, but not one to keep you absorbed for hours

LOTUS ESPRIT TURBO CHALLENGE

Gremlin ● £10.99 cass, £14.99 disk joystick/keys

THE REAL THING

Rod's the only one in the office who's had a go in a real Lotus Esprit Turbo. We asked him what it was like...

"Well, it's much like any other car, really. I mean, you're nearer the ground, but that's about all. And the gearstick looks like one out of an Allegro, actually. Now then, the engine makes quite a sporty roar revving in neutral... push the clutch down (quite smooth), snick it into first and ease awaaaaaaaaaaaa..."

More from Rod later, when he's out of traction.



● Wonderful – loads of techie specs for drooling Lotus buffs...

Vroom... *chkka* vroooooooom... *chkka* vrooooooo... *hrrhrhrhrhrhr*... thwak! crunch! grauuunnnnch...

That's what it sounds like when you try your first Lotus race and discover that (a) the bends have to be judged just right if you're not to pile off into the scenery and (b) the computer racers you're up against are opportunist gits...

You go into battle against fifteen other Lotus drivers when you enter the Lotus Challenge, and although you should be able to scrape past the more mediocre drivers even in your first few attempts, you're up against some pretty stiff competition if you aim to win. For example, there's Ricardo Pastry, Rissole Brookes, Nijel Mainsail, Ayrton Sendup... the list goes on. And the funny thing is, they're all somehow familiar...

When you start your first race, you'll notice something very strange. The top half of the screen shows the view through your windscreen, while the bottom half shows a piccie of your car. The narrow slot you look through as you drive is a bit off-putting, particularly as the road disappears entirely for a second or so as you crest a hill – ulp!

The reason for this split becomes apparent when you try the two-player mode, however. It's not just an alternating mode like most games, but genuinely simultaneous! You get to see your opponent's car as he whizzes past (damn him!) and he gets a brief glimpse of your disappearing exhaust when you return the compliment (ha!). The other human driver's car is distinguished from the computer opponents by a large arrow suspended above its roof.

There are three difficulty levels in *Lotus*, and you'd be well advised to pick the easiest when you're just starting. Here you have to tackle seven different circuits, in races lasting four, five or six laps. Your aim is to win the drivers' championship at the end of the year by amassing most points, but it's all complicated by the fact that you can't go from one race to the next unless you qualify eighth or above. Come in lower than that and it's game over! (In two-player mode you have to qualify fifth or above, and only one of you need qualify to take you both to the next race.)

As you progress through the season you'll notice the tracks getting tougher and tougher. What's more, you'll get to realise the benefits



● How are you doing in the championship? Hmm, some of those names seem familiar...

your first race...



● The low-down on Verona, in Italy, and the first race in the Easy season.



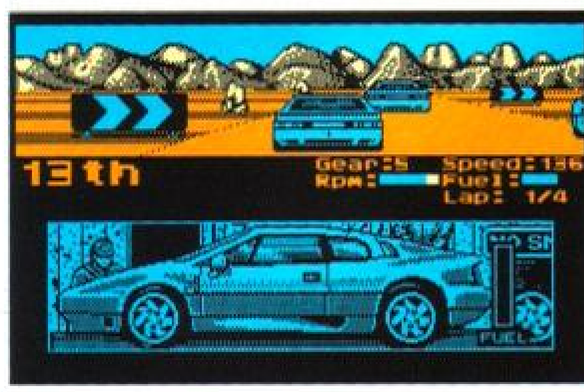
● Just to make things interesting, you're plonked down in 16th – last – place on the grid. A short countdown, and it's *go, go go*...



● Scooting up through the field. You can overtake on the outside, but it's a bit – *eeeek* – dodgy.



● Phew! – just made it to seventh place as you crossed the line. You have to come eighth or above to qualify for the next race in the season.



● The Spanish track, at Cordoba, is a horror. Lots of reflex-action and track learning needed.



● Monterey, in Mexico, is OK except for a couple of extremely nasty sudden bends.



● Last race in the Easy season at Nan Chong, in China.



● Player Two refuels. Those seconds are ticking away...



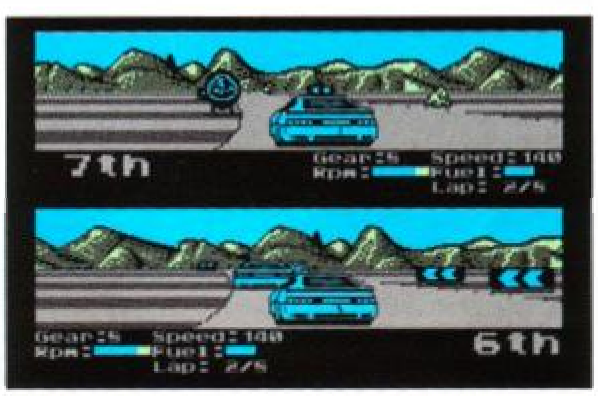
● Player Two heads into the pits (see the signs on the right) at Nan Chong for fuel.

of 'learning' each circuit. And they all have their own distinct characters and special 'tricky' sections. Fiskivoth in Iceland, for example, has a very nasty composite left-hander at the end of the main straight, with two blind leaps on the way through. And Hethel, in England, has some seriously nasty S-bends...



The nastiest surprise of all, however, comes with China's Nan Chong circuit. Try this one and you may think you're doing pretty well to be holding third on the last lap... and then you run out of fuel. Yup, there's pit-stops too. The pits are indicated by special signs on the right of the track just after the Start/Finish line. Just after these there's a pit area, where you have to pull in and stop. Your car is filled up automatically.

That's bad enough, but at Nan Chong the pits are very near the line, and if you start braking when you see the line you'll overshoot... yes, you really do need to learn the circuits.



● Two-player battling at Hethel, Lotus's own HQ!

The intermediate level takes place over ten different circuits. Pit-stops for fuel are more common now, and the circuits are generally tougher. Finally, for real 'ard cases, the hardest level has you battling it out over fifteen of the world's nastiest tracks.

The variety of circuits means that there's enough variety in *Turbo Challenge* to last any racing fan for absolutely yonks. It takes a fair old amount of practice even to get through the easy level, let alone make an impression on the others. And even the most skilled driver is going to find it nigh-on impossible to reliably win races, again, even on the easy level.

But the size of the game isn't its main strength – it's its sheer playability. It takes a bit of getting used to compared to most driving games, partly because of the small viewing window and partly because it is so, so realistic. In *Lotus* you don't overtake other cars simply by driving round the outside, as you do in 99 per cent of other driving games. The fastest way through a corner really is to come in wide, clip the apex and drift out. And the collision detection is good enough to make overtaking manoeuvers a matter of skill and timing, not downright luck. As a racing simulator, it's got to be the best one we've seen.

Graphics are done in the Amstrad four-colour mode, as with Gremlin's *Shadow of the Beast* and *Switchblade*. They don't look terribly impressive compared to *Burnin' Rubber*, but in one-player mode they move quickly and smoothly and give an excellent impression of speed. In two-player mode the game chugs along at almost the same pace, but the screen updates are further apart, and the whole thing is a bit more jerky. It's still extremely playable, though, and the extra fun of having two human nutters on the track at the same time easily makes up for it.



● Falconberg, in Sweden, and round six. Player Two's got Player One in his sights...

SECOND OPINION

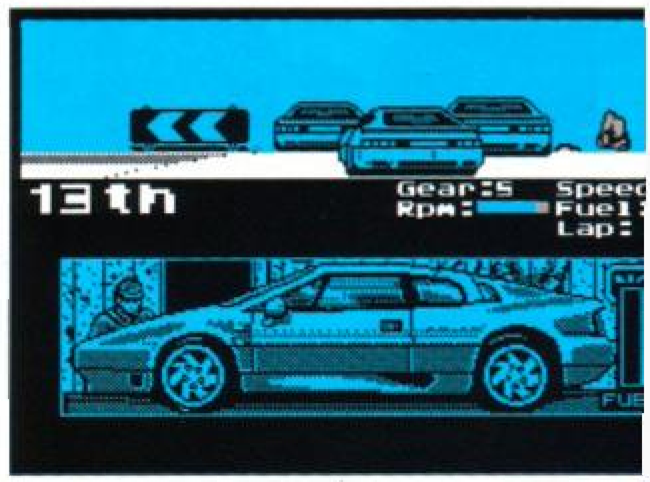
"The more you play it the better it gets. You end up appreciating the sheer realism and subtlety that's gone into this game. And racing against someone else is highly addictive – and beating Rod is a pleasure!" (a rare one – ed) JL

Sound effects consist of a mildly irritating, warbly title tune, but excellent in-game effects which tell you exactly how fast you're accelerating, how badly you're sliding and how thoroughly you've pranged your £40,000 motor...

The basic message is that if you're at all serious about a driving sim, THIS IS THE ONE. It takes a while to get into, but it really is an incredibly realistic, playable and satisfying game. Both one and two-player modes are excellent fun. They're easy enough to get you hooked at the start, but tough enough that no normal human being could ever completely get the better of those devilish computer drivers.

Have you got what it takes to meet the *Lotus Esprit Turbo Challenge*? There's only one way to find out...

Rod Lawton



● Fiskivoth, in Iceland, has a nasty composite corner at of the main straight – and you have to take it blind.

FIRST DAY TARGET SCORE

Finish the season on Easy level

The Verdict

GRAPHICS 78%
- ■ Not much colour and a bit claustrophobic.
- □ Smooth and fast.

SONICS 83%
- ■ Slightly irritating soundtrack.
- □ Very good effects.

GRAB FACTOR 89%
- □ Looks good right from the start.
- ■ The initial trickiness can be frustrating.

STAYING POWER ...94%
- □ It's hard to imagine you could ever wear it out.
- □ Win every race? – it can't be done!

AA RATING 93%

- □ The graphics aren't wonderful, but the racing itself is truly excellent.

Gazza II



Empire ★ £24.95



Gazza: a legend in his own lunchtime. The Spurs midfielder who leapt into the limelight with his tearful performance in the World Cup.

This is the second game that's had Gazza's name on the box (so that explains the title). It's less than a year ago (*AA54*) that we looked at *Gazza's Super Soccer* – and gave it a right old panning...

Empire is making the most out of Gazza's new found fame and fortune, and *Gazza II* will no doubt attract many of the footballer's new fans.



● Oh, and Player One has a goal-scoring chance...



● ...and it's in the net!



Gazza II isn't a really a sequel to *Super Soccer* (thank goodness). The team management section has been dropped, and the game has more in common with the *Kick Off* style of computer footie than anything else.

There are few options. You can set the game length, whether you play human or computer opponents, and the skill level of the computer team. That aside, it's straight into the action.

Apart from the (very good) digitised picture of the nation's favourite footballer on the title page, *Gazza* the game has very littl to do with the Tyneside hero. Eleve identical footballers play on each side none of them with a Geordie accent.

It has to b said that *Gazza* isn' much of a footie sim There are no fouls penalties, or free kicks Your team play like maurandering rabble and any pre-match tac tics the team may have gone through are out th window the instant the kick off whistle is blown.

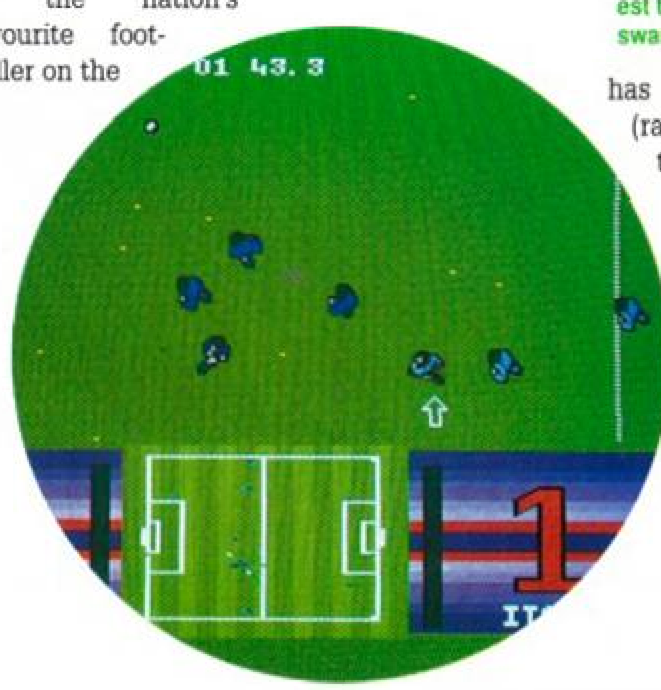
Perhaps that's why it's such a darned good game! It's no bogged down with all the tediou offside rules, and is more like playground football than any thing. Everybody appears to chase the ball at once, and if one team breaks through, and your defence



● Control automatically switches to the man nearest the ball – confusing when your players start swarming round.

has deserted you, then there's only your (rather useless) goalie between the ball and the net.

It's an uncomplicated game. When you have possesion you can simply run along with the ball. The computer-controlled players run after it in roughly the right direction. All this dribbling slows you down, though, so it's quite possible to be caught by the computer players. Tackling is achieved by running into the player with the ball and pressing Fire.



Coming soon, on a CPC near you...

Gazza will also be made available on tape and disk formats, priced at £10.99 and £14.99 respectively.

These versions will have to make do without the specialist hardware in the Plus and GX4000. So, don't take for granted that all the features and the same level of playability will be present on the CPC versions. This review is for the cartridge version only.

Of course, we will give you our opinion of the 'standard' game just as soon as it's made available to us...

Rather than let the other team take control, the obvious thing to do is to boot the ball to another player on your team.

Gazza II has one of the finest passing mechanisms of any football game. The longer you hold down the Fire button, the more poweful the kick. This allows pin-point passing between the other players on your team – an area that other games have had difficulty with. There are usually one or two team mates hanging around your man. You always control the player nearest the ball, so you become the player you've passed to as soon as you've kicked the ball. This system works well for the most part. Sometimes, though, when you're chasing the ball, another player on your team gets nearer. In this instance, control flips to him, and you can get a little disorientated while you work out what's going on.



● The goalies are useless...



● ...You can often kick straight through them!

Gazza is very 'diagonal': movement of the players and the ball is strictly by compass direction. No doubt this has a lot to do with the speed of the game, but it does cause flaws in the gameplay. Kick-offs are a sham. You basically have three directions to boot the ball in – each leads straight to the feet of an opposing player. There's definitely no advantage to be had with the kick-off – the fact the other team immediately gain possesion stops that.



● Your options are limited...



● ...but you can choose your opponents.

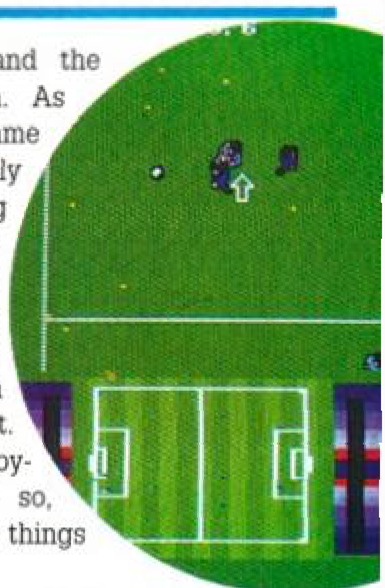
Corners are another annoying 'bug'. Here there is only one possible direction – at a 45-degree angle towards the centre of the pitch. The only influence you have on a corner is how hard the ball is hit. Worse still, your team mates seem disinterested in this goal-scoring opportunity. Instead of tactically positioning themselves to take full advantage of the corner, they wander off to their own side. Of course, as soon as the kick is taken the ball goes immediately to the other team. In fact it became an often-used tactic in the *AA* office: if you're unde pressure, boot the ball off the pitch – that way you're guaranteed to clear your half of the other team's players.

The goalkeepers are crap. They track the ball up and down, so shooting diagonally means you score every time. Even if the ball hits the keeper head on, you can score if you give the ball a hard enough thwack. When they occasionally do make a save, they never catch the ball, it just rebounds back into the penalty area.

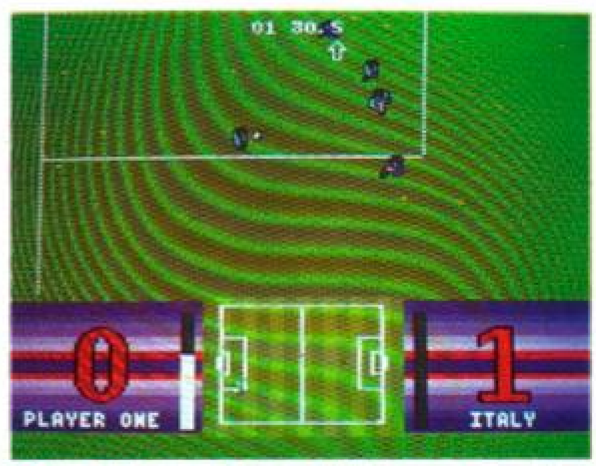
Niggles aside, though, the speed and superb playability make up for it all. The pitch scrolls (rapidly) to follow the progress of the ball. The game is played left to right, rather than up and down as is more common in footie games. The action's viewed from above, the (none too accurate) white pitch markings and occasional fleck of yellow make up the entire background. At the bottom of the screen a scanner shows a small-scale representation of the the whole pitch. Coloured dots tell you where the players and ball are. It becomes necessary to learn to keep an eye on both screens at once! Then long passes from one side of the pitch to the other are possible. In two-player games, player one is always light blue, and the opposition plays in black. This choice of colour guarantees that there'll be no confusion about who's who.

The skill of the computer's team is picked by team name. Albania are the weakest team, and Brazil are the best. Skill relates directly to the speed that the team's players move at. The speed advantage you have over the slowest teams makes winning a walkover. Play the computer at anything approaching your own ability, though, and you've got one tough match on your hands!

Gazza II is the most playable footie game on any computer! It's very (very) fast, the passing is excellent, and the playability spot on. As ever, a two-player game is the one to really test you. Playing against a person, and thrasing the pants off them, is so much more satisfying than playing a computer opponent. There are a few annoying quirks. Even so, *Gazza* has got most things just about right.



Adam Waring



● Your 'kickometer' (bottom left) lets you gauge the strength of your shot.

VERDICT

FIRST DAY TARGET SCORE
Beat England!

GRAPHICS	66%
SONICS	60%
GRAB FACTOR	86%
STAYING POWER	91%

AA RATING 88%

The most fun footie sim you'll find!

TREVOR BROOKING'S WORLD CUP GLORY

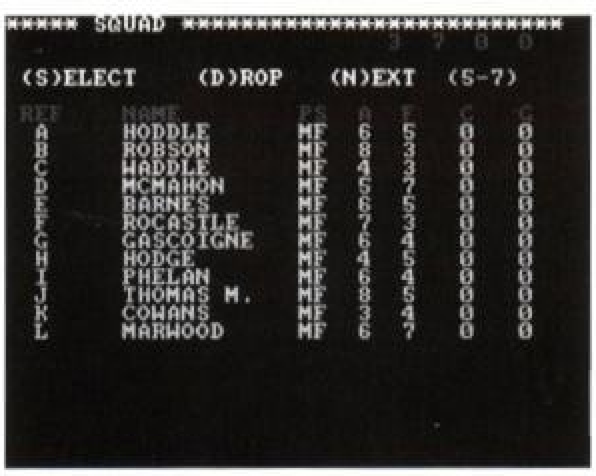
Challenge ● £9.99 cass, £13.99 disk keys

What a man! In fact, he's not so much a man, more of a legend, really. I am, of course, talking about Mr Trevor Brooking. He was with West Ham for 16 glorious, thrill-packed years. He made over 500 breath-taking appearances, scoring nearly 100 heavenly goals.

Yes, 'Our Trev', as he was known, was deservedly awarded the MBE in 1981. And now, ten years later, he has been awarded a game.

World Cup Glory is, it must be said, a text-only management sim. You must select the team you wish to steer to the top, train them in the various skills of top class footie, and let them loose on the teams from every other country on the globe.

The first thing to do is select about 20 players to take on the World Cup circuit with you. From this pool of talent you must choose



● Choose your team from the best in the world.

eleven to play in each match, plus five substitutes. Choosing the players is basically a matter of identifying those with the highest skill and fitness levels (these change all the time, and vary greatly from game to game). This might mean dropping Lineker, Shilton and even the mighty Gazza from your team, but you must be firm.

Then you must place your men in position. A diagram of the possible pitch positions is displayed, and you have to slot your choices into place. (Things are made easy for you, so you can't end up with Gary Lineker in goal or Terry Butcher as a striker...)



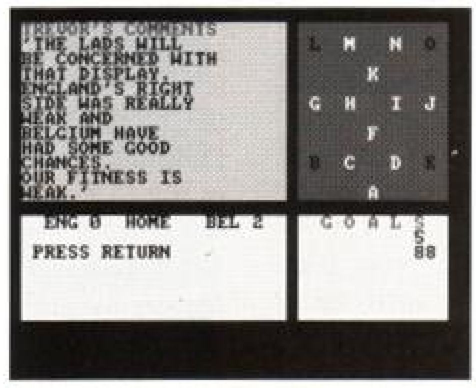
● Your path to World Cup victory is mapped out...

Job done. All the men are placed, so you can go straight to the match. This might be a friendly or a qualifier for the Championship itself. If you've got far enough, it could be the Final.

A minute-by-minute commentary is then scrolled in a window in the bottom half of the screen. Above this is displayed data on the match. This includes possession, corners, free kicks and, of course, goals.



After forty-five game minutes have elapsed (about five minutes in real time), the players all have a rest, and the team box above the commentary shows what Trevor Brooking made of the first half. His comments are, of course, pretty general, and run along the lines of: "The lads will be delighted with this first half. Belgium's right side is looking strong, but England have had the better possession."



● Trev lets you know what he thinks.

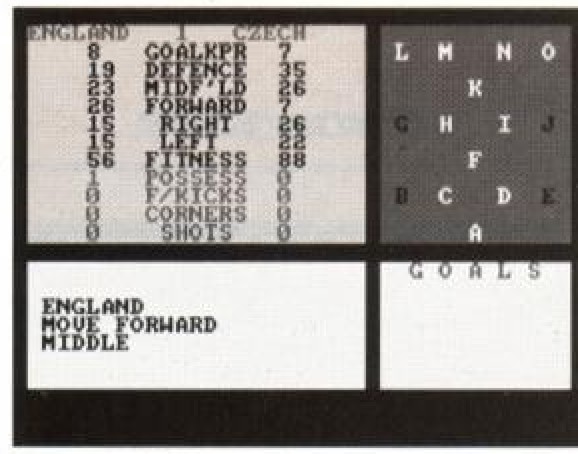
Although these words of wisdom may be accurate and incise, there is little you can do to heed them, and are stuck with the team which is already on the pitch (apart from any substitutions you may wish to make). So you just sit in front of the monitor, agreeing with the wise old superstar (or disagreeing, if you wish to be controversial).

The second half is then played, and the result is displayed on a table which shows the outcomes of all the other World Cup games which have been taking place. True to the real

> ## SECOND OPINION
> ***"Text-based football has never been particularly exciting, and at ten quid on cassette, fourteen quid on disk, you'd be better off shelling out three quid on a budget sim and spending the rest on beer and chips..."*** ***AW***

Cup, you must play all the other members of your group to decide who goes forward into the Eighth Finals. From there on in, the games are knock-outs. If you can survive these, Trevor will offer as much encouragement as his dry, rather caustic wit will allow.

As the Cup progresses, your team is given the opportunity to train and improve. There are five skill levels to choose from when starting the game, but it isn't particularly easy on any of them; you'll need to juggle the positions of your men around a fair amount before they are in the places which best suit them. If you have a strong midfield, you'll see a lot of the action,



● A commentary is also given during the game.

but might leave yourself open to a lightning strike by the wingers of the opposing team. Consequently, if you put everthing into defence, you'll not be scoring many goals, even if you aren't letting them in.

The bad news is that *World Cup Glory* isn't much better than a budget game. There is a lot of detail, especially concerning the positions of the men, but this has often been seen in other management sims costing much less. The commentary system works well, but, again, is not unique to this game.

Much if not all of *World Cup Glory* is coded in BASIC, and occasionally input errors occur, which quit you unceremoniously from the program. This is incredibly frustrating. But BASIC or not, the game runs quickly and there are no awkward delays.

Overall, it is not a bad management sim, with the added attraction of Trevor Brooking. But as a full price game, it isn't special at all. So you'd be better off forgetting Trev and his wise words, and going for a £2.99 game.

James 'Maradona' Leach

FIRST DAY TARGET SCORE

Win two matches

The Verdict

GRAPHICS 00%
- Apart from coloured boxes, there aren't any.

SONICS 00%
- No sound.

GRAB FACTOR 42%
- Setting up the squad is fiddly.
- You can't just get straight into the game.

STAYING POWER ... 39%
- It's fine as far as it goes.
- But it doesn't have anything to lift it above many others a third of the price.

AA RATING 40%

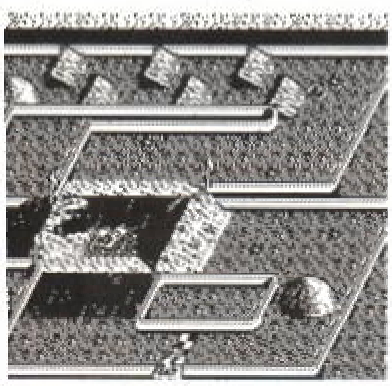
- A nice box and Trevor Brooking's beaming face aren't enough to justify the (relatively) high price.

IRON MAN

Virgin ● £9.99 cass, £14.99 disk joystick/keys

Off-road racing is just like normal motor racing, only for mad people. The tracks are muddy, pot-holed, water-covered expanses of land. A bit like the beach at Weston-super-Mare, really. It's not the sort of place you'd want to take your brand new Metro for a spin.

It's lucky, then, that the vehicles used in *Iron Man* are specially-adapted pick-up trucks, with big fat tyres and mega shock absorbers – making the ride just about bearable. There are several tracks to pelt your way around, and once you've done that you can jolly well do them backwards.


Red becomes airbourne.

Four cars take part in each race, with the option of either one or two human players – the computer takes care of the rest of the cars. Five gruelling laps have to be completed before you're shown the chequered flag. The nature of the courses makes that difficult – staying in a straight line is an achievement in itself.


● Crunch! Such heavy landings can't do any good.

It's all those hills, pits and bumps that do it. Your robust little vehicle is thrown all over the place as it meanders around the track. Constant adjustments to the controls are necessary to keep on course. Crashing into other cars doesn't help matters – you get thrown into spins and end up getting very disorientated.

A peculiarity to the control of the game is the way that acceleration works. Once set, speed remains constant – letting go of the accelerator does nothing to slow your progress. If you crash, the car builds up to the same speed again. The only way to slow down is to apply the brake. This can be annoying at times, especially when you whizz off from a collision in the wrong direction. You can find yourself half-way down a straight before you manage to slow down and put things right.

Extra bursts of speed are available, courtesy of your on-board supply of nitro. This potent petrol throws your truck along at a terrific rate of knots for a short amount of time. This is handy for getting a head start on the competition, or when you've got catching up to do. It can be more of a peril than a boon if you mishandle it, though. Come off a bump badly and you could find yourself going at


●Those steep slopes give you vertigo!

twice the normal speed in the opposite direction to the one you should be. Experience soon teaches you the right moment to use them.

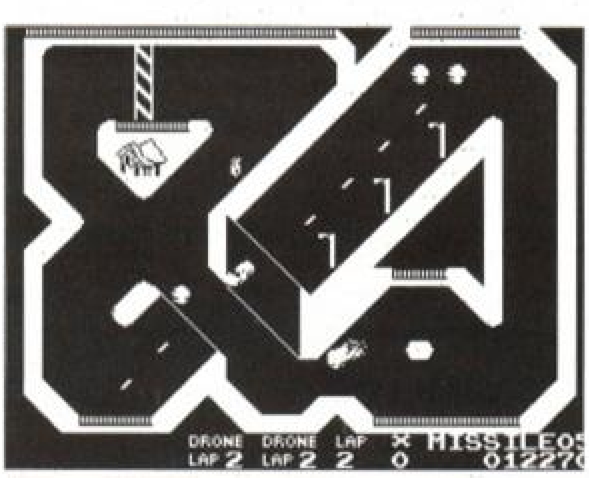
Additional supplies of nitro occasionally appear on the track. These can be picked up by driving over them. Bags of cash can be found lying around, as well. Loot plays an important part in this game. Prize money is on offer at the end of each race, and you can

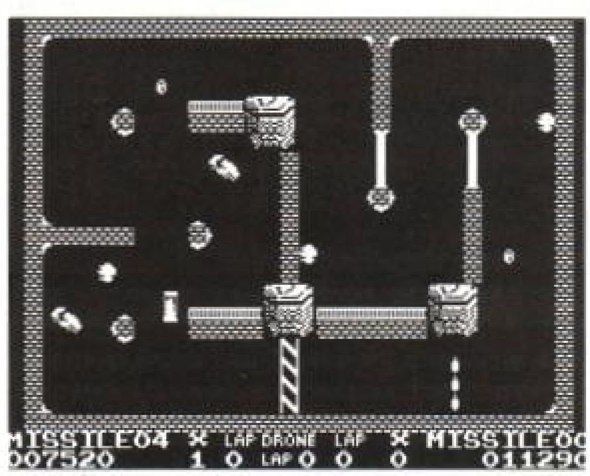
BADLANDS

Domark ● £9.99 cass, £14.99 disk joystick/keys

Motor racing has become more and more competitive with time. Not only do we have bigger, better engines and flashier, faster cars, machine guns and rocket launchers are as vital to the success of the driver as a full tank of petrol.

Badlands is the futuristic follow up to *Super Sprint*, Atari's addictive multi-player racing game that stormed the arcades a few years ago. The difference is added violence. Missiles sit alongside the turbo-acceleration power-ups. Apart from that, little has changed. Three cars sit on the starting grid. And one or two of them can be human-con-

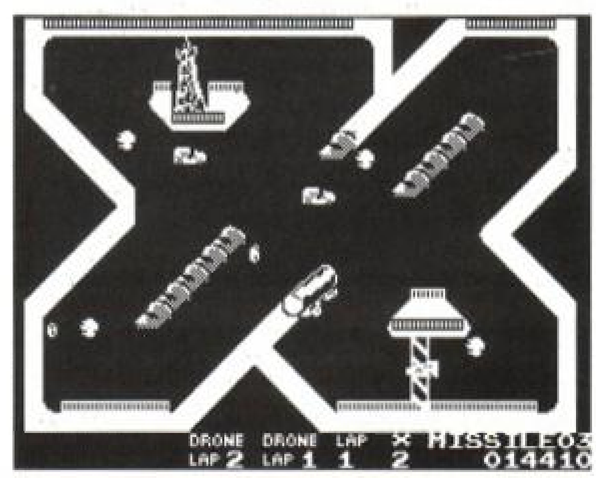

● This level has a ramp – so keep your foot down.


● Some tracks offer short cuts.

trolled, opening up the way for a little comradely killing of your friends.

The courses are all continuous circuits, set in different environments, such as a junk yard, a military base, or a prison. The surroundings don't really make an awful lot of difference to the game, though features like opening and closing doors in the prison do add a bit of variety. A number of laps need to completed, and getting to the line first makes you the winner. Winning is good for two reasons. One, it means you stay in the race (you must beat the computer at any rate). Two, you get a bonus spanner for your efforts.

This spanner business is the way to earn power-ups for your car. Spanners can be spent on such things as engine improvements (so you can go faster, accelerate better etc.) and, of course, those missiles! Shields are also available to protect you against any rocket


● Seeing is believing: it really does look this bad!

attacks that may be directed at *you*). Spanners often appear on the race track, and you can collect them by driving over them. Sometimes you find yourself going the wrong way just so you can top up your spanner collection.

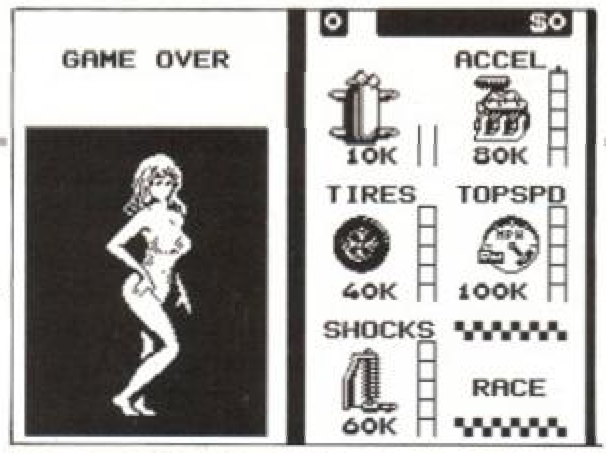
As well as the usual steer left/right, and accelerate, you have the all-important trigger too. Normally bullets spew forth from your gun barrel. These don't actually do any damage to the target vehicle, but have the effect of slowing it down. Thus, if you're lagging behind, it's a neat way of making up ground. Equip yourself with missiles, and a heat-seeking rocket is launched following a stab of the Fire button. This will usually hit the closest car in front of you, and is even capable of manoeuvering around corners as it pursues it. On contact with a car, the missile explodes and the unfortunate victim has to wait a few seconds while a helicopter deposits a brand

spend your ballooning bank balance on improving your car. Various aspects of the vehicle's performance can be tuned up, at costs depending on how good the upgrade is. Prices range from $10,000 for a refill of nitro, to $100,000 for a faster engine.

The sprites are small, but are well drawn. The tracks are viewed from a kind of pseudo 3D angle, with hills, dips and jumps. The four-colour mode has been chosen, with a muddy orange as the base colour for the tracks. The computer-controlled cars also use this colour, which makes them merge into the background at times – though their movement catches your eye. The players' cars are drawn in red and white, contrasting well.

The way the little cars bounce around the track is brilliant! The scenery interacts with the cars in a unique way, and makes this one of the best games of its type. There have been plenty of other racing games in the past, but *Ironman* is different enough to make it most definitely worth a test-drive!

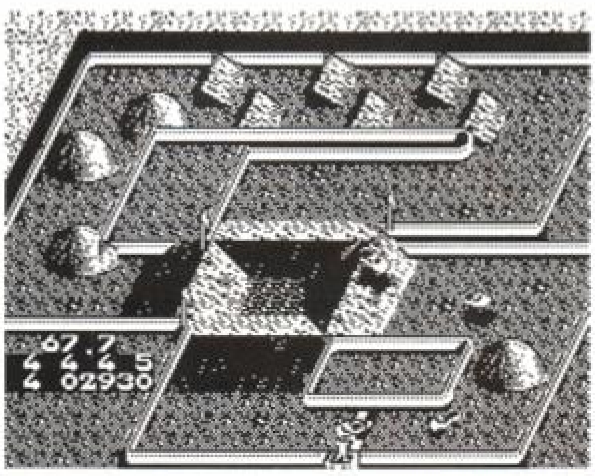
Adam Waring



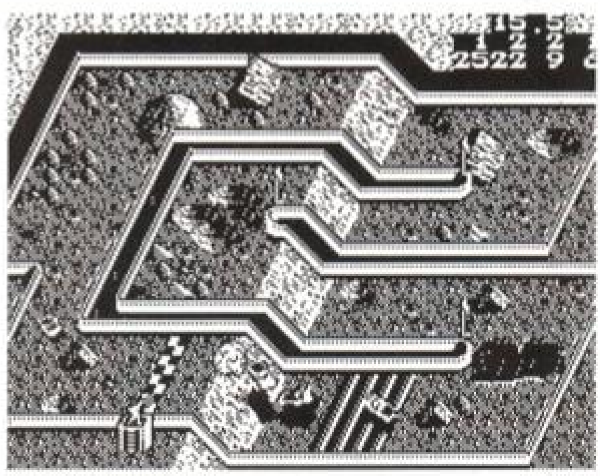
● Spend cash wisely to improve your performance.

FIRST DAY TARGET SCORE

Win two races in a row



● The computer car wins again, but it was close.



● The white car nitros downhill to make up ground.

SECOND OPINION

"Your first impression is of a wildly unplayable but fun game. The trouble is, it stays wildly unplayable..." **RL**

The Verdict

GRAPHICS **79%**
- ■ Tiny cars.
- □ Well-drawn and solid-looking.

SONICS **66%**
- □ Tune plays throughout.

GRAB FACTOR **74%**
- □ Appealing 'bouncy' action.
- ■ Keeping in a straight line isn't too easy.

STAYING POWER ... **75%**
- □ The tracks vary enough to keep your interest.
- ■ Not particularly playable, even with practice.

AA RATING 72%

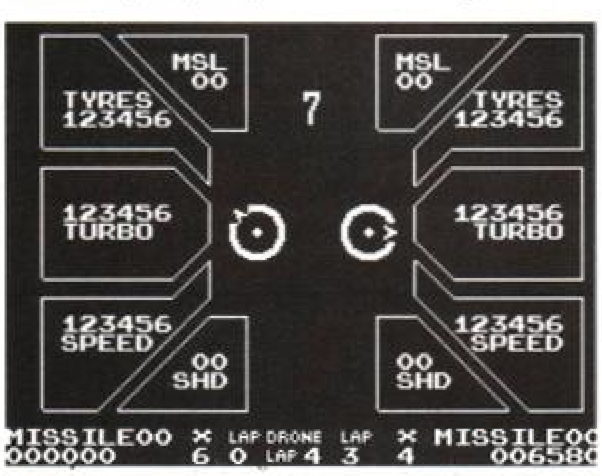
□ A racing game that's on the right track.

---

new motor on the track.

Shields, however, protect you against missiles. Now the computer controlled cars aren't vindictive enough to even consider launching a missile at anyone else, so single player games are quite boring. If you are behind (unlikely – the computer cars have the pace of an arthritic tortoise) simply let loose a missile, zip past the wreckage, and drive on happy in the knowledge that you can live without fear of retaliation.

Things are slightly more exciting in two-player mode – but only slightly. There is a certain amount to be said for taking on a non-silicon opponent – the racing becomes a lot more competitive and it's no longer important that you win the race, just as long as your friend doesn't. The problem is that while both of you amass huge stockpiles of missiles, you also amass equally large amounts of protective shields, and the whole exercise become futile. In fact it's preferable to have no missiles at all, because they don't do any damage to a well-shielded car, whereas at least the bullets slow them down.



● Spend those spanners on doing up your car.

SECOND OPINION

"Badlands is one bizarre game. The graphics are incredibly basic for a CPC game of this day and age. Is there some mistake? Apparently not. And the game doesn't even play well! The worst thing of all is when you compare it to Iron Man *– the games are very similar but graphically the Virgin game is about a thousand years ahead of Domark's outing. Oh dear..."* **RL**

One thing that you can't fail to to notice about this game is the 'Spec-factor'. Little or no effort has been made in trying to make the game look even half-decent. The colours are blocky, the cars and backgrounds are not at all well drawn. It looks like something you might have seen on a Spectrum eight years ago. Amstrad owners have every right to expect better – much better – than this.

So *Badlands* looks dreadful. It plays OK, but not great, and may give a limited amount of two-player fun. The missiles don't add that much at all really – a pity, since they *sound* like such a good idea. The computer opposition is not tough enough, and doesn't fight back. If it were *really* playable, that may be enough to forgive the bad graphics, but it's not, and any merits the game may have are lost. You'd be well advised to steer clear of this one.

Adam Waring

FIRST DAY TARGET SCORE

Win on all eight circuits

The Verdict

GRAPHICS **23%**
- ■ Shameful Speccy sprites.
- ■ Backgrounds are almost non-existent.

SONICS **48%**
- ■ The noise annoys.

GRAB FACTOR **45%**
- □ Simple car control.
- ■ The graphics put you right off.

STAYING POWER ... **38%**
- ■ Unchallenging and uninteresting.
- ■ There's nothing to keep you coming back.

AA RATING 40%

□ Not the best of the genre!

LINE OF FIRE

US Gold ● £9.99 cass, £14.99 disk joystick/keys

So there you are. A couple of mercenaries trapped in a large building somewhere (quite near a desert, but with a big river not too far away). You have powerful automatic weapons, muscles that make Schwarzenegger look atrophied and brains the size of raisins. What are you going to do? After several hours of painful thought, you decide to escape. The only problem with this is that there are hundreds of trained men with military hardware that could have someone's eye out if they aren't very careful.

Usually the best way out is to creep past all the guards, steal a very quiet lorry and drive away quickly. But you opt instead for the "running down the passageway, shooting everybody, even though they know you're coming" plan. Nice move, Rambo.

So off you go. You lumber along a series of corridors. Around every corner lurk dozens of armed men. You direct your gunsight onto them one by one (as with *Op Wolf*) until they blow up. It's possible to slaughter thousands, whilst taking only minimal damage from their rifles.

Occasionally you stumble across medical packs. Shoot these and your health magically revitalises. Also, there are extra weapons lying around, such as grenades. Shoot these too. In fact, shoot everything.

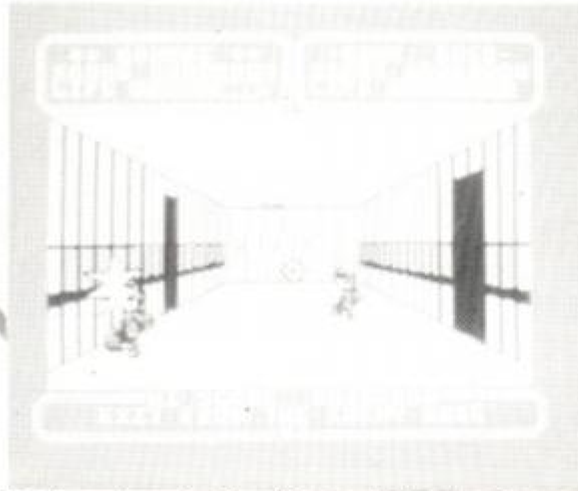
You have no control over your movement down the passage: you just hold your thumb on the Fire button and aim indiscriminately at the knots of SAS men trying to thwart your brainless progress.



● Two big bad brutes guard the end of Level One...



● Ha! take that in the spleen!



● Oh no, they shoot back! Better let 'em have it.

Eventually you'll get to the last corner. This is guarded by two very tough cookies indeed. They are bigger and harder than the others, and they dance around in a poncy manner, shooting you all the while. These men take a lot of killing, so use all your grenades, and keep hosing them with machine-gun fire. Once you've iced the big dudes, you get into a jeep which happens to be idling outside. This drives off, with you hanging out the back, machine-gunning other jeeps, as well as helicopters which hover overhead. It's another complete death scenario. There are more medic and ammo packs lying around, so blow those up too.

Job done. You've destroyed fleets of jeeps and squadrons of choppers. Now you get into a small motor-boat. This chugs along while you blow up other people in motor-boats, as well as the wading men who are trying to shoot you. Bridges over the river hold yet more medicine and ammo, so you should be able to further replenish your stocks. If you boat your way through the wading soldiers and get enough ammo and re-vitalisation from the packs sitting atop the bridges you sail under, you'll be able to take on the hordes of hiding warriors. The boat stops, and you must snipe out all the blokes concealed behind a Stonehengey sort of edifice. Meanwhile, they are filling you full of more holes than a colander.

Basically, the game is very similar to *Operation Wolf*, with the major difference being that you move in a kind of 3D, rather than just scrolling sideways. It isn't much of a new twist. It's more of a gimmick, really.

By now, you may well be getting just a little tired of the format. You'll certain be getting frustrated by the speed of the game. It is very slow and jerky indeed. The enemy chug towards you in horribly rigid stages. Worse, your gunsight moves jerkily and very slowly around the screen. The result is that you can't destroy all the bods, even if you have plenty of time, because the sight moves so slowly.

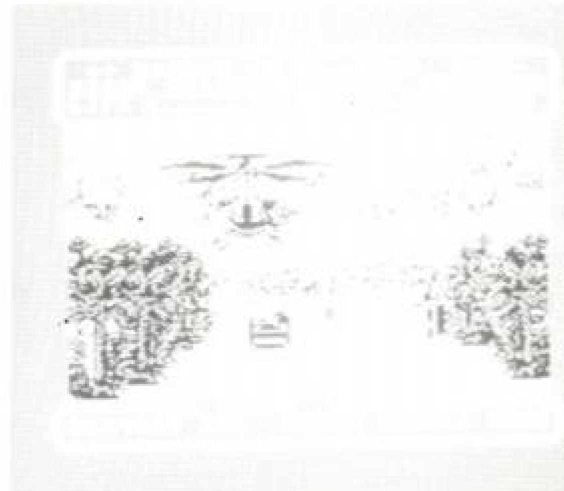
SECOND OPINION

"You'd have to have become a fan of Line of Fire in the arcades to like the Amstrad version. Taken in isolation, it's just too jerky and slow to be convincing. An ambitious conversion that's ended up distinctly patchy." AW

Frustrating isn't the word. It's downright inf riating.

The two-player option gives one person tl keyboard to use, and the other the joystic You both have a gun-sight on the same scree thus the firepower is doubled. It is the be version to play.

Line Of Fire's graphics aren't too ba though. True, they do look a bit dated, bu they'd be fine if the game was more playabl The sound fx are not up to the same standar as the graphics, however. They really don sound special at all. A sort of *clicking* soun accompanies you in the corridor. It occurs a the same rate as the screen update. It's proba bly supposed to represent your feet clatterin along the floor. But when you get into th motorboat, you might be surprised to find tha the same sound accompanies you there.



● Level Two sees you fighting jeeps and helicopters.

The overall effect is disappointing. There i the feeling of having one's hands tied, and th lack of rapid, smooth control just makes yo want to give up, lie down peacefully and wai for all the guards to drill you full of lead.

James 'Rambo' Leacl

FIRST DAY TARGET SCORE

Get to the motor-boat

The Verdict

GRAPHICS 72%

- ☐ Large and clear.
- ■ Strange choice of colours, though.

SONICS 65%

- ■ Click your way through each level.
- ■ Explosions are a bit muffled, too.

GRAB FACTOR 62%

- ■ Not really much to get you involved.
- ☐ But the total death concept is easy to grasp.

STAYING POWER ... 51%

- ■ You'll get fed up with the lack of speed.
- ■ And the lack of variety.

AA RATING 55%

- ☐ It is just too slow!


HIT THE BIG TIME
STAR WARS
RETURN OF THE JEDI
OPERATION WOLF
The HIT Squad
WEC LE MANS 24
RAMBO III
TM & © 1988 CAROLCO PICTURES INC. All Rights Reserved
BATMAN
THE CAPED CRUSADER
FOR A SMALL TIME PRICE
ONLY £2.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRA
HIT NAMES · HIT GAMES · HIT SQUA



● A thorough briefing accompanies each mission.

UN SQUADRON

UN Squadron ● £9.99 cass, £14.99 disk joystick/keys

OK, so the Russians are now our friends. World War Two finished nearly fifty years ago, and we haven't yet discovered anyone in space to start a conflict with. Who is there left to kill in violent games? Oh, of course. The countries of the Middle East.



So it's there that we head. In order to sort out the peoples of that war-torn region for once and for all, a squadron comprising three men in three different aircraft is sent. Greg flies an A-10 Thunderbolt II. He maintains stoutly that it's ideal for ground attack. His pal Micky flies the F14 Tomcat, pretending to be Tom Cruise (taking a cushion to sit on so that he can see out of the cockpit). And their mate Shin (from Japan) stooges around in a F20 Tigershark, not pretending to be anything.

You choose which guy (and plane) you want, then fix yourself up with some weapons. There are a great many of these to choose from, but the best ones cost a lot of dosh, so you won't be seeing those for a while.

Then it's time to take off. Once you're into the game, *UN Squadron* turns out to be a right-to-left scrolling shoot-em-up. You must, quite simply, destroy everything. This idea and format isn't new. The enemy aircraft attack in waves from both sides, and there are tanks and artillery blasting shells up at you. Avoid, shoot, bomb. That's all you need to do. Holding the Fire button down causes a stream of lead to be ejected from your front end; dabbing it allows you to fire the special weapons you've bought. These might be napalm bombs, Phoenix homing missiles or 16-direction protection rockets. There are eleven such devices, so you're spoiled for choice.



● Bombers drift along, just asking to be shot down.



As you chug along, spraying steel-jacketed death at all and sundry, you get extra money points for your kills, as well as tokens which enhance your shields or give you more fire-power. Sooner or later you'll reach your objective. You'll have been briefed about this earlier. It might be a fortress, a huge armoured vehicle or a tracked aircraft carrier rolling through the desert. Once you reach it, you must pour a withering stream of fire into it. Once it's destroyed, you move on to the next level.

UN Squadron has a lot of attention to detail. Your choice of pilot, weapon selection and briefing is done very nicely. The planes are actually recognisable when you're controlling them, and the weapons are varied and interesting, as are the enemies.



● You'll need to destroy this fortress, too.



● Blow up this tank at the end of Level 1.

SECOND OPINION

"Graphically it's fine to look at, but it's too slow and jerky to make a really good shoot-em-up. You can't say it's not topical, though!" AW

The graphics and sound are very good. There are a great many colours, a lot of nicely-drawn sprites, and some super exploding noises. A tune also adds to the atmosphere engendered by the sound and graphics. The whole lot is let down somewhat, though, by the games' slowness. The scrolling is jerky and the response of your fighter is slow. This does tend to make the first two or three levels easy.

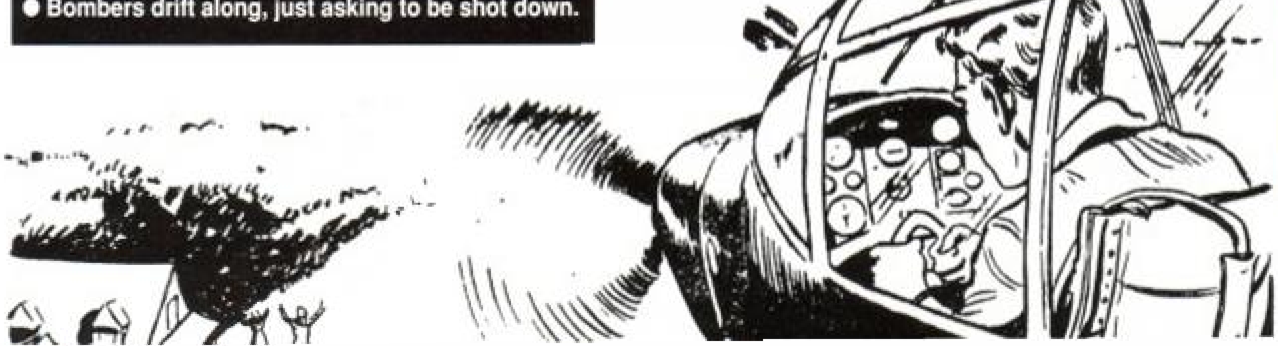
Luckily, when things get crowded on-screen, there is no further loss of speed. Surprisingly, perhaps, you will need to think fast and move as quickly as you can in order to get out of some situations. Things can get pretty frantic, but this is solely due to the number of Middle-Eastern baddies swarming around, rather than the speed they are all moving.

There is extensive use of colour in the game. So much so that it gets hard to distinguish your craft from the enemy, and from the very picturesque scenery you are helping to destroy. It's like an explosion in a paint factory (caused, no doubt, by one of your smart bombs).

So, overall, *UN Squadron* is certainly topical. F14s and A-10s in the Middle Eastern desert is an uncomfortable reality. But does it have the playability of the real thing? The missions you are briefed to fly are pretty similar to each other. Blast your way through the hordes of defenders, take on several hard-to-kill mega-planes (or tanks) and then, if your wings are still attached, go for the big target.

The further on you get the better weaponry and defence equipment you can afford. And trying to see what the next mission will be is all part of the fun. So it's a nice rendition of an old idea. But it's too slow.

James 'Propellor' Leach



FIRST DAY TARGET SCORE

Complete the first three missions

The Verdict

GRAPHICS 81%
- ☐ They certainly look big and colourful.
- ■ Perhaps too colourful and difficult to see.

SONICS 78%
- ☐ Explosions, firepower, mayhem.
- ☐ And a jolly tune, too.

GRAB FACTOR 75%
- ☐ It's easy to begin with.
- ☐ But, although slow, gets harder on later missions.

STAYING POWER...73%
- ■ Too slow to be really exciting.
- ☐ But you won't finish it too soon, either.

AA RATING 75%

☐ A good, nice looking arcade game. Unfortunately it is too slow and jerky to be a Rave.

TEENAGE MUTANT HERO TURTLES

Image Works ● £12.99 cass, £16.99 disk joystick/keys

They're mean, they're green, and they're on your screen! Those sewer-dwelling amphibians have appeared in comics, on TV, and in the movies. Now they've moved from the cinema, and hit your monitor screens. What a mess, it'll take ages to scrape them off…!

The game isn't a licence from the film. Instead, it offers an alternative plot that involves the scaly superheros and all your other favourite characters. There are evil goings on in New York City, and as you might expect, Shredder and his foot clan are behind it all.



…er bee. A swift slash will send it to the big hive in the sky.

First, April O'Neil, ace reporter and turtle chum, has been kidnapped. The fab four need to fight their way through Shredder's evil minions, and rescue the distressed damsel.

Only one turtle can be controlled at a time. You can choose between them any time you're above ground. The turtles act, in effect, as your four lives. They don't get killed, though, only captured. There's little to choose between them. Although each has a different weapon to attack with, they all have the same knock-out effect on the baddies they bash.



…April. But first, a yummy slice of pizza…

HOW TO BE TURTLEY AWESOME!

You too can make your very own turtle suit the *Blue Peter* way. Instead of spending pounds and pounds, you can make one for nothing, using simple items that you can find around the house.

The most important feature of a turtle is the half-shell. This is your protection, and it's what makes the turtles such awsome fighters. It needs to be round and tough. The dustbin lid at the end of the garden (usually found on the dustbin) is ideal. You'll need to cover it with green paper, and strap it securely to your back.

Each turtle has his own colour-coded bandana. (This is isn't to hide their identities, it's so you can tell them apart.) Blue for Leonardo, red for Raphael, orange for Michaelangelo and purple for the other one. Nip upstrairs to your parents' bedroom. One of your Dad's silk ties should do the trick. Don't forget to cut out a couple of eye-holes so you can see where you're going.

Whilst you're in your parent's room, find one of those horrible belts with the big buckle that your mother keeps wearing. Strap it round your middle and glue the initial of your favourite turtle in the middle. (This can be made from milk bottle tops.)

The turtles are green. You're not. To make yourself convincing you'll need to undertake a radical colour change. Go to the garden shed. Amongst the tins of weedkiller and cartons of engine oil there should be a few pots of old paint. Prise the lid off the green and tip it over your head. Don't worry if you can't find any green paint – a mixture of blue and yellow in equal amounts will make the right colour (roughly).

You're almost ready now! All that's left to do is to arm yourself. Your choice of weapon depends on the particular turtle you want to be. You should find what you need in the kitchen cutlery draw, though.

Now you're a turtle you should act like one! Open the freezer, take all the pizzas you can carry, go down the sewer in the road outside your house, and find a rat to befriend. Then have lots of exciting adventures. Cowabunga!

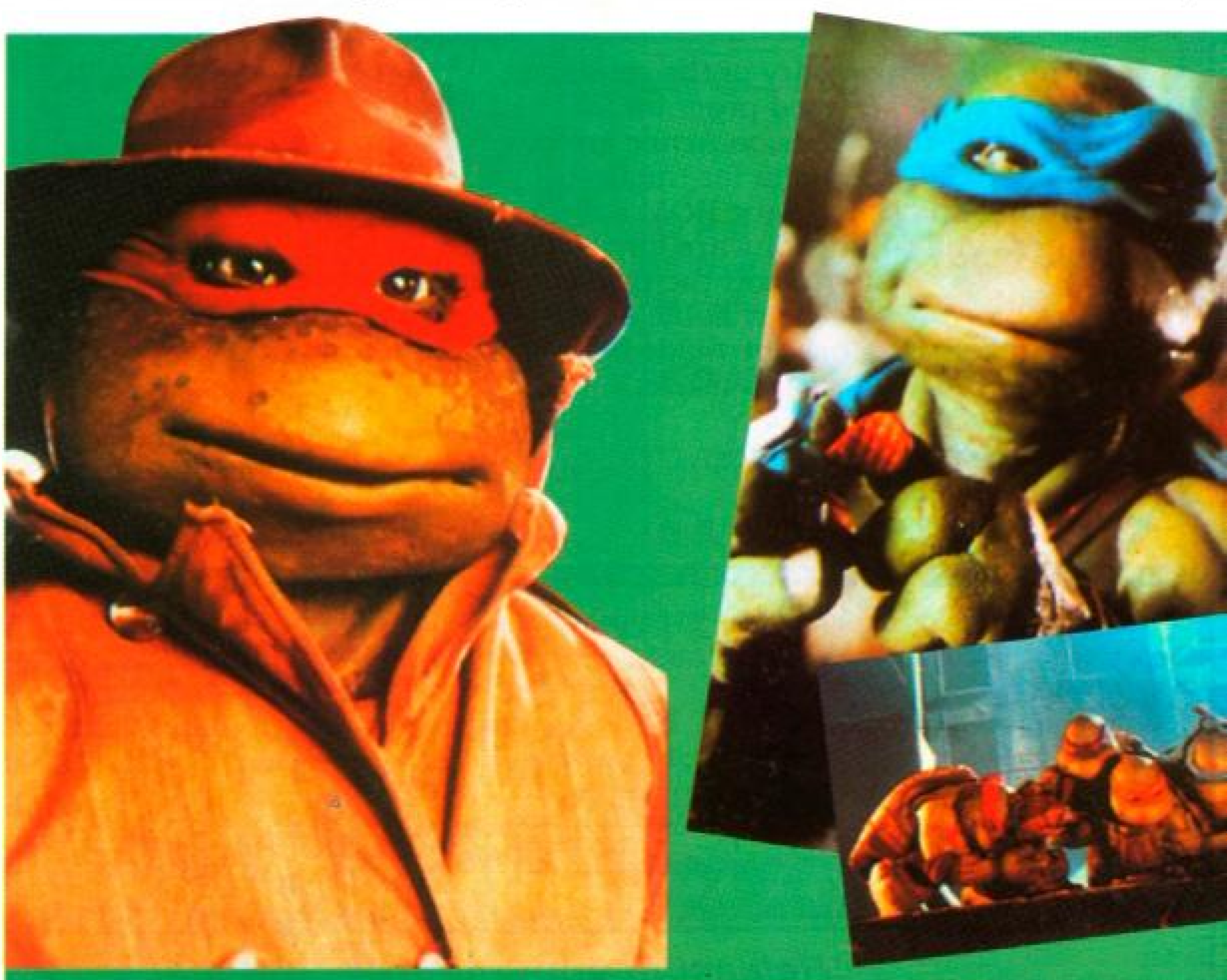
The game starts above ground. The turtles are tiny up here and are vulnerable to the attacks of bulldozers and roaming ninjas. There are portals aplenty to the sewers, though, and it's through these that the turtles must make their way to free the captive newsgirl.

The sewers too have their dangers. Giant mutated creatures guard them, giant bees, frogs and eyeballs keep you at bay. They follow preset patterns, though, simply moving left and right or up and down. To kill them, simply stand near them and swing your weapon. If you do blunder into them then energy is lost.

Scattered thoughout the sewers are pizzas to replenish your depleting strength. Extra weapons can be found, too. Sometimes it's worth visiting a section of sewer that you…

SECOND OPINION

"Turtles was a pleasant surprise – the graphics are great and the gameplay much deeper than I was expecting. Not a game to absorb the more mature gamesplayer for long, but a highly decent outing for the young 'uns." RL



● Teenage Mutant Ninja Turtles the movie: Another chance to see those pizza-gobbling chelonians in action.



● Defuse the bombs or the city goes up in smoke.



● Chose which turtle carries on the battle.



● An end-of-level bad guy. You must hit the big purple chappie repeatedly before you can continue.

know leads nowhere, just to stock up on these vital extras.

Two end-of-sewer guardians have to be overcome before April can finally be freed. These need to be hit several times before they succumb to the blows of your weapon. They keep on advancing towards you, so you need to duck and dive and go in for the occasional strike to finish them off.

Once you've rescued April, there's no time to rest! The foot clan have planted bombs in the city dam, and you have to choose one of your heroes to defuse the devices before the city's flooded!

There are several bombs planted inside the dam, but – thankfully – simply swimming into them defuses them. Laser beams span the channels, though, proving harmful should you attempt to get through at the wrong moment. And there is a strict time limit as the bombs tick down, so speed is of the essence, and you need to plunge through as quickly as possible regardless of the danger to yourself. If you don't make it in time then it's game over, no matter how many turtles you may have left.

Level Three sees you searching for a machine that can turn shredder back from a rat into the man he once was. You're back on the surface again, but this time you have the advantage of the turtle wagon – you can run your enemies over with it. Apart from that, it's much like the first part, switching between upper and lower levels.

The scrolling is good in all sections of the game. On the surface it's very fast and smooth, while in the sewers there's a superb parallax effect. Graphics too are excellent, especially in the underground sequences. They're large, and easily recognisable. Bright colours have been chosen, and they fit in well with the whole turtle atmosphere.

By comparison, sound is disappointing. An unrecognisable tune plays when you first load the game and once you enter the fray sound consists solely of rude rasps.

On the first few goes you come a cropper frequently. Once you've sussed out how to handle each particular section, though, progress is rapid. The diferent sections do add variety, but it's still kept at a very simple level.



● You can't reason with some people. So kill 'em.

The simple controls and readily-identifiable graphics will appeal to turtle fans of the younger age group everywhere, but it may be a bit limited for serious gamers. Still, *Turtles* will sell on the name alone, so it's a good thing the game's not a *turtle* waste of time...!

Adam Waring

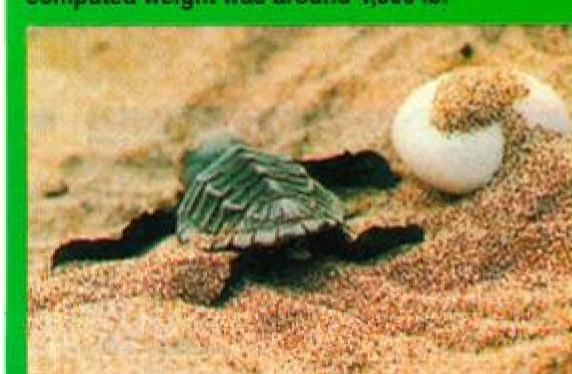
AWSOME TURTLE FAX!

Impress your friends with your turtle knowledge! Turtles are part of the Chelonian family. Chelonians are reptiles, most of whose body is enclosed in a bony capsule. The turtle family has lived on Earth 100 times longer than man.

The largest living turtle is the Leatherback. They average 6-7 ft from head to tail, have a flipper span of about 7 ft and weigh up to 1,000 lb.

The biggest example of the species wound up dead on Harlech beach, Wales on 26th September, 1988. It weighed 2,120 lb, it's dimensions were a length of 8ft long and width of 8ft. You can go and see it at the National Museum of Wales, in Cardiff.

The largest turtle ever lived in prehistoric times, around five million years ago. Fossil remains discovered in Venezuela in 1972 indicated a turtle measuring 9 ft 10 inches long. It's computed weight was around 4,500 lb.



FIRST DAY TARGET SCORE
Rescue April O'Neil

The Verdict

GRAPHICS **84%**

□ Big, bold and instantly-recognisable characters.

SONICS **46%**

■ Not brilliant.

GRAB FACTOR **81%**

□ Easy to control and lots of variety.

STAYING POWER .. **72%**

■ A bit limited in the long run.

AA RATING 76%

□ *Turtles* ain't bad, despite the hype!

SUBBUTEO

Electronic Zoo ● £9.99 cass, £14.99 dk
joystick/keys

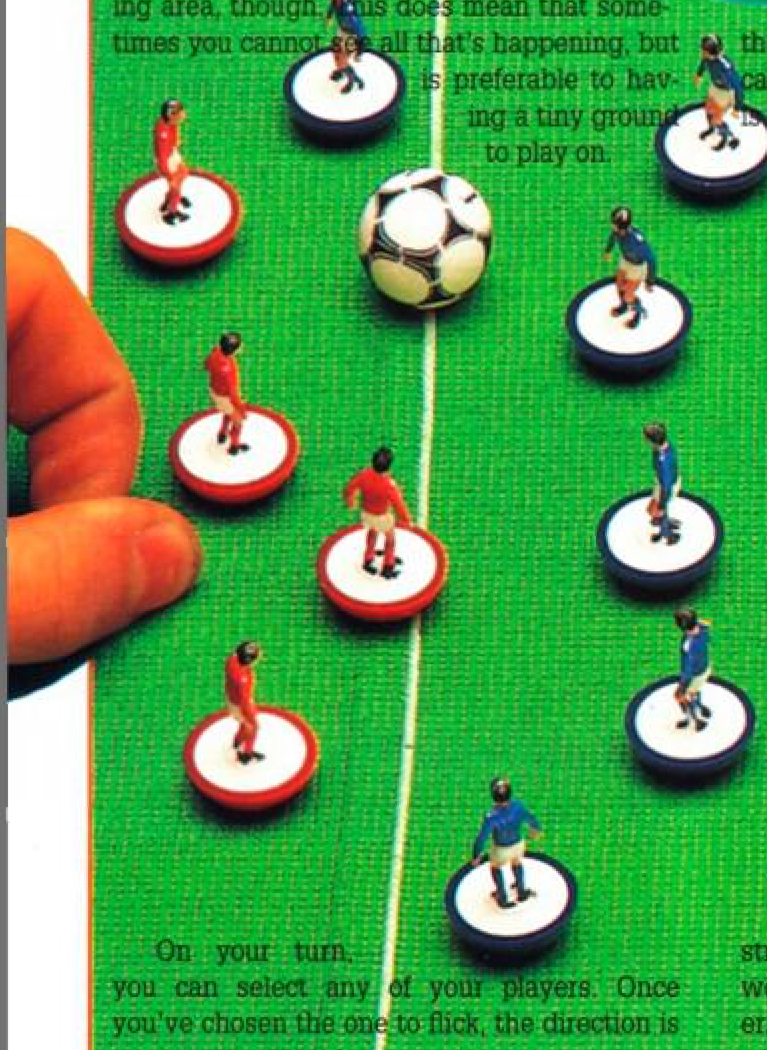
The whistle blows. The crowd roars. And they're off... 22 injection-moulded plastic players spin, slide and wobble a lot over a cloth-covered table.

Subbuteo has been with us for over 40 years. It's a sort of table-top footie sim, where you ping your players around a pitch with your pinkies (you flick them), in an effort to put a ball the size of a small county in the back of the opposing team's net.

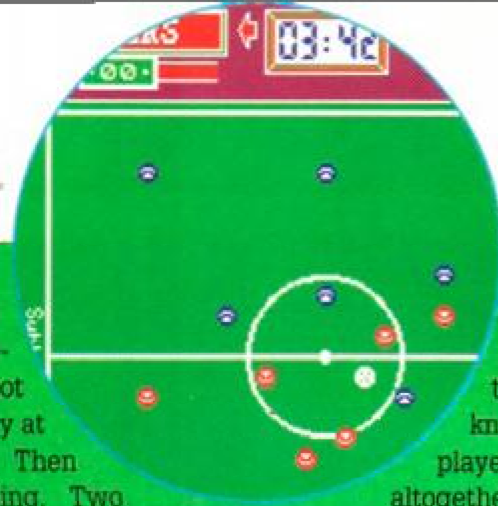
A set of complicated rules, almost, but not quite, entirely unlike football's have to be observed. You have to flick your players at the ball. The ball remains in your possession every time you strike it. You cannot go for the ball when the other player has possession, but you can take a 'defensive flick' instead. You gain possession if the ball goes into you, or the other player fails to hit it. Simple, eh? Well, there is a bit more too it than that, but those are the basics.

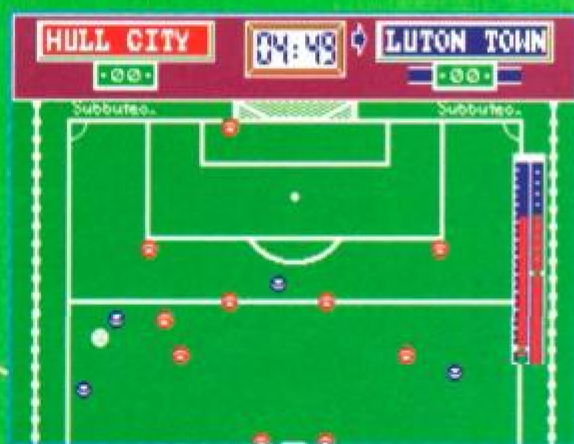
Now the thought of putting all this into a computer game may seem a bit of a daft idea. It didn't deter Electronic Zoo, though. The company reasons that it's much more suitable a subject than trying to simulate the real game of footer, because it's designed for just 2 players in the first place, rather than 22.

Not all the pitch is in view at once. The screen can be scrolled up and down to display the rest of the playing area, though. This does mean that sometimes you cannot see all that's happening, but is preferable to having a tiny ground to play on.



On your turn, you can select any of your players. Once you've chosen the one to flick, the direction is decided by rotating a small spot around the player. It's quite fine-tuned, but you cannot always hit the ball directly at the angle you wish. Then comes the actual flicking. Two parameters are involved here. The power, and the spin. A couple of bars to represent them appear at the side of the screen. Keep the button pressed down and the power bar rises. Let go to select the strength of your shot. A similar system is used to get the right amount of spin on the player. It's quite tricky





● Get the power, set the spin, and shoot for goal!



to get both the strength and spin exactly how you want them.

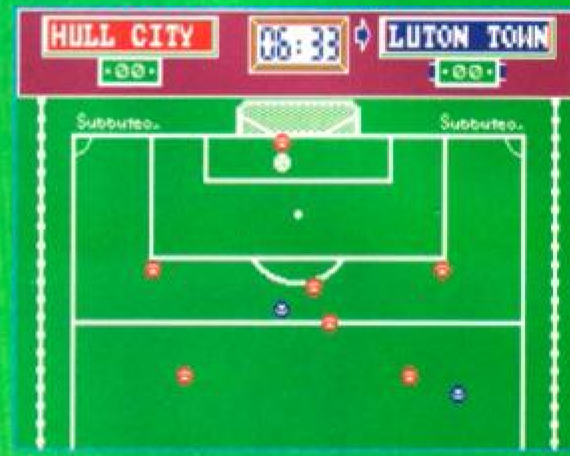
You have the option to play against the computer or a friend. There's an eight-player league which can be made up from a combination of human or computerised contenders. At the start of each game the duration of each half needs to be set. This can be anything from a minute upwards, and is preset at 15 mins a side.

The computer can play to three skill levels: Amateur, League and International. The computer plays very well. It seems to consider all the possibilities before eventually selecting the best move. The pitch is scrolled up and down while the machine is 'thinking', just as if you were playing a person. When it has made up its mind, it shoots using the same system as a human player – but usually with pin-point accuracy!

The problem is that the computer is just too darn good. The different levels seem irrelevant. Even on the lowest it seems able to get to the ball from impossible positions. What's worse is that it's unfair. It hits home with shots that a human player couldn't even hope to attempt.

The game is quirky, too. Rather improbable physical laws govern strength, spin and angles. What seems to work in one instance may not work in another. This means that once you've mastered the basics, it's difficult to improve.

One-player games therefore, are frustrating – you know you'll lose every time. Two-player games are a different matter altogether, though... the quirks are still



● Well saved keeper! But it's not over yet.

there but as you are both at the same disadvantage, it makes for a very competitive – and controversial! – match.

Subbuteo, then, is very much a game for two players. If you don't have any chums, then don't bother. Get a group of pals together, though, and you'll have hours of fun.

Adam Waring

SECOND OPINION

"Subbuteo takes dedication, and real skill to master (neither of which you have – Ad). However, it is certainly quirky, and if you don't have the patience, it will frustrate and annoy you." **JL**

FIRST DAY TARGET SCORE

Score a goal against the computer

The Verdict

GRAPHICS **45%**
■ Round blobs aren't exactly the prettiest thing.

SONICS **0%**
■ Not a squeak.

GRAB FACTOR **65%**
■ Control is initially fiddly and difficult.

STAYING POWER ... **82%**
☐ Once mastered, two player games are excellent.

AA RATING **75%**

☐ A fun, but quirky game.

Balrog

A four-page section this month, as the Balrog does a home-brew survey...

The Balrog's keyboard has positively been steaming in the past month as the Balg has been playing not one, not two but TWELVE adventures! Yes, in the past four weeks I have explored the outermost reaches of the galaxy, visited Death himself, explored Shades, found something nice for my bedside table and saved the world at least twice! All will soon become clear...

GOLLY GOSH!

A little news snippette for you – those cheerful chummies, the Famous Five, should soon be making an appearance in an adventure, complete with Timmy the dog. *Five on a Treasure Island* is to be converted to the CPC from the Sam Coupé and should be absolutely scrumptious! For more details write to the maker, Enigma Variations, at 13 North Park Road, Harrogate HG1 5PD.

A BEGINNERS GUIDE TO ADVENTURES

£3 ● Dave Harvard ● Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP

A Beginners Guide to Adventures is designed as an introduction to computer adventuring. It covers many aspects which may confuse the novice adventurer, and bridges some of the gaps in understanding how they work.

Published by Mandy Rodrigues HBalg, editor of *Adventure Probe*, and written by a Lord of Adventure, Dave Harvard, the guide is a great idea – adventure games can be, at times, very unfriendly for the beginner, giving the impression of being boring, complicated and difficult when they're not!

The book covers a broad range of adventuring subjects, although loading problems are not mentioned – Dave has planned a separate book especially for this subject (luckily the CPC is rarely afflicted by loading problems, unlike its 8-bit cousins).

Apart from the purposeful omission of loading problems nothing seems to be missing – the guide covers subjects such as mapping, mazes, different types of adventure, synonyms (very useful) and the sort of problems to solve.

Half of the guide's 50 pages are taken up by a step-by-step journey through an adventure called *The Golden Apple* (by Arctic) with added notes and maps. It is a shame that Dave chose to cover an adventure that is not available on the Amstrad in his example, but it doesn't make any difference – you learn from the example game how to play an adventure and understand its responses.

A very well written book which is an invaluable aid to anyone who has just started playing adventure games or is interested in them. It takes you from being a novice through intermediate, and on to experienced level.

SIMPLY MAGIC

£2.25 cass, £4.25 disk ● WoW Software ● 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tel: 0305 784155

"In a bygone age shrouded in the mists of time dwelt a Master Magician by the name of Merzel the Magnificent. Not being a young man, he sought to find a successor to his power. A series of tests were devised for those who thought themselves worthy of his title. Beneath his castle, Merzel has many strange rooms and a labyrinth (*which has only two locations! – Balg*) and it is there you shall meet the challenge..."

Simply Magic is a *GACed* game written by Michael and Jane Trewhella. It isn't your usual adventure – the location descriptions are even shorter than an Interceptor game – but each location has a picture to go with it, some of which are very good.

Whilst playing the adventure you are occasionally visited by the Angel of Death (another good graphic), who drains some of your valuable energy. Don't worry, though, as energy pills randomly appear while you play.

Simply Magic is a game you'll either love or hate – it can be very frustrating at times. It is incredibly difficult to map – more often than not, if you go south from a location and then go back north immediately you will not return to the same location! If you go south twice from the 'Room of Wishes' you'll end up back at the 'Room of Wishes'! What is most annoying, however, is that some of the rooms in the game seem to have a random function built in – rooms seem to move around and you can never really tell what the next room will be from them. Perhaps this is to add to the highly magical atmosphere but to be honest it's a real pain when playing and trying to make a map!

The puzzles in the game are also different to a 'normal' adventure – each room has a description, such as 'Room of Wisdom', 'Room of Bewilderment' or 'Room of Unhappiness' in which certain actions (such as crying in the 'Room of Unhappiness') are needed to elicit a useful response. The game is logical in a warped sort of way – you need to give the pearl to the old man in th Room of Wisdom (Pearl of wisdom, you see... tie a knot in a handkerchief to avoid fallin prey to the 'Room of Forgetfulness' etc. A ingenious idea, this form of puzzle works we but is certainly an acquired taste.

To be honest, *Simply Magic* would be poor game without the graphics and it is shame that Joan has chosen to release thi game before the others. However, it is difficu to criticize – it's been playtested by Joan and i flawless in this respect. Worth buying bu don't expect it to be easy!



ATMOSPHERE	44%
INTERACTION	49%
CHALLENGE	67%
OVERALL	45%

WOW NEWS

Joan Pancott HPilg is an amazing person! Not only has she been running a helpline for over five years, aiding over eight thousand callers with their problems, she has now set created WoW Software to provide Amstrad users (especially the oft-forgotten 464 owners) with software.

Simply Magic is Joan's first game from an impressive catalogue of titles soon to be released.

PD Galore!

More and more public domain adventures are being released on the CPC, and it's no bad thing – they're cheap, easy to obtain and good fun. Although a lot are of poor quality (as is the case with a lot of PD software), every now and then you find the odd jewel of an adventure.

The Balrog was pleasantly surprised by the quality of a lot of the PD games – many, although not state of the art, are enjoyable to play and are well-written.

Adventure PD Libraries

● Scull PD

Although not running an adventure-only library, Alan Scully certainly has quite a few adventures (mostly written by Simon Avery!). To order some PD software from Alan, send him some blank disks and £1 for each PD Disk you want (i.e. if you want Adventure Disk 1 & 2 then send him a blank disk and £2.)

For a 'concise stock list' and order form send an SSAE to Alan at **119 Laurel Drive, East Kilbride, Glasgow G75 9JG**. Send a disk and an SSAE for the free 'stock-list-disk-magazine' which always contains one or two free programs (currently an adventure and a demo).

● Amstrad Adventure PD

This library is newly-formed and only stocks PD adventures! It's run by Lady of Adventure and UAUG Adventure Columnist Debby Howard. Debby has developed the library into a club – as well as providing software, she also offers a helpline, solution list, reviews and, like Scull PD, has an interactive electronic magazine. The price per selection is the same as Scull (i.e. £1) which will take up one side of a disk.

Please don't forget to enclose a jiffy bag, self-addressed and enough postage to cover the cost of sending it back to you. For more details, send an SSAE to: **Adventure PD, 10 Overton Road, Abbey Wood, London, SE2 9SD.**

● Data PD

Only very recently set up by Tony Kingsmill, Data PD has only a small collection of adventures at the moment but it caters for cassette as well as disk users. Cost is one pence per K – for more details write to Data PD Library at **202 Park Street Lane, Park Street, St. Albans, Herts AL2 2AQ.**

● WACCI

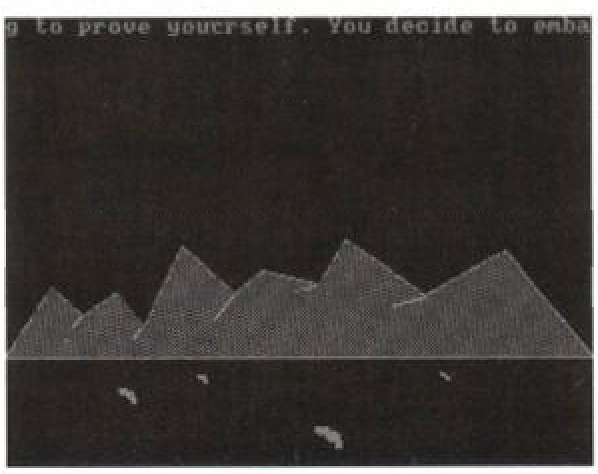
WACCI has a few adventure PD titles, although they're a little expensive compared to the other libraries, it offers very good service. Note that some of WACCI's programs are cheap home-grown stuff rather than PD, so make sure you know which before you start copying them and passing them round. More details can be obtained from WACCI UK at **9 South Close, Twickenham TW2 5JE**. Tel: 081 898 1090.

CAN I CHEAT DEATH?
BLUE RAIDER
RAIDER

PD Disk 15 – Adventure Disk 1 ● Scull PD ● £1 (+disk) ● 119 Laurel Drive, East Kilbride, Glasgow G75 9JG

PD Disk 15 contains two adventures and one role-playing game:

Can I Cheat Death? is the first in a trilogy of 'adult' adventures by Simon Avery. The story is this: At a visit to the fortune-teller Madame X, you are told "you do not have much longer on this world, even as now, the sands of time are running out and Death sits in his house sharpening his scythe ready to collect your soul". But you do have one chance, to "substitute your life glass with something with more sand in it" and travel through the strange land to confront Death. The adventure is a little risqué in some parts, so Simon has given it the 16+ certificate.



● *Raider* has a rather nice intro sequence...

Blue Raider is a two-part adventure by Matthew Roberts. You play the part of Kiloon – The Blue Raider – and you are under the command of Queen Kimbra. She has had most of her land taken over by the Kraags, an evil race of hideous creatures seeking total domination. As part of the Queen's elite, you have been assigned a small island about 80 miles off the mainland that you must reclaim by killing Arriel. He is not a well known soap powder but is in fact the Kraag currently ruling the island in the castle to the north. In order to do kill him you must seek Quillan, a wizard who backs the rebellion, who can help you. The Kraags are a powerful lot so you will need magical weapons to defeat Arriel.

Blue Raider is written in BASIC – one of the worst languages to write an adventure in – but is actually all right, with a good combat sequence.

Raider – You are a young warrior, wanting to prove yourself. You decide to embark on a dangerous trip into the lands of Arlane, where many a brave soul has perished!

You ignore the warnings of the village elders and pleadings from your family and stride out across the cold, unforgiving wilderness...

Raider is a role-playing game in which you can play up to four people at once or even play with three friends. You can explore both above and below the mythical land of Arlane, searching for four pieces of treasure needed to complete the game. Included with the game are character designers, map makers and a character editor so that you can make your own games. *Raider* would be an OK game if it wasn't for the speed it runs at – it is so S L O W !

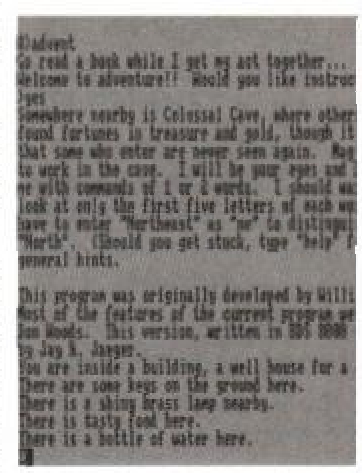
As mentioned by Caroline Lamb in the *AA62*

CLASSIC ADVENTURE

WACCI ● 9 South Close, Twickenham TW2 5JE (081 898 1090)

Free For All, Classic Adventure is just that; a classic adventure. A CP/M text-only game, it is based on the very first adventure game ever written, by William Crowther and Don Woods on a mainframe computer, this faithful copy by Jay Jaegar is more than 100K in size!

You start inside a well house and must explore the area and collect various treasures hidden in the caves beneath the ground. As *Classic* was the first ever adventure, you'll see puzzles such as dropping the bird to attack the snake, uttering magic words to teleport and watering a plant to make a beanstalk which have been used in many adventures since – but remember, they were here first!


● *Classic Adventure* – a, er, c

Many software houses have produced versions of *Classic Adventure* (such as Melbourne House, Amsoft & Level 9) on the CPC and this is your chance to play it for free. An added bonus is that all the room descriptions and messages are held in ASCII files and so they can be loaded into a word processor and modified.

A historic game that is a worthy addition to the adventurer's collection.

ADULT II
DOOMLORDS
FIRESTONE
SPACED-OUT
WELLADAY

PD Disk 19 - Adventure Disk 2 ● Scull PD ● £1 (+disk) ● 119 Laurel Drive, East Kilbride, Glasgow G75 9JG

All the adventures on this disk are written by Simon Avery:

Adult II – After your recent fame at cheating death (See Adventure Disk 1 review), your live-in girl-friend complained that you were becoming big-headed and quite unreasonably locks you out one night. You feel sure that if you can get back into her house, you can win her over with your irresistible charms. Your quest, therefore, is to find her house (alcohol has dimmed your mind), the keys, and get inside. A nice little game but it is definitely for the 16+ and may be offensive to some people. Well put together and humorously written. Simon has been compared to Richard (*Dungeons Amethysts Alchemists 'n' Everything*, *The Orifice from Outer Space*) Robinson in his adventure writing style – he certainly can write funny well-structured adventures if he puts his mind to it.

Doomlords – Your name is Golovin, and you're a fierce and noble warrior whose honesty has earned you a enviable reputation. At least that's what you said at your trial! You see you were accused of looking at the chief's young daughter... And found guilty. The chief himself passed sentence on you and has given you a choice – Either you go and find his daughter, who went missing after your alleged crime, or be tied to a spit and roasted.

Now at times like this, you look to your friends for help. Unfortunately for Golovin, his friends could be counted on Lefty Mahonie's right hand. So, you, Golovin, set off the find a certain young lady.

Doomlords is a three-part *Quilled* adventure which shows that Simon can write 'serious' good games as well as writing humorous 'adult' titles. *Doomlords* is easy, so is ideal for the beginner, especially as it is so cheap.

Firestone – You have been chosen to save the World. How you go about this is a little unclear but it involves finding the legendary firestone. During your travels you must kill the Svart king, feed the odd rock goblin and cross dangerous chasms. A good, easy to complete game, again ideal for the beginner. Logical puzzles and well-written.

Spaced-out – You are Ed Ringer, ex-Space governmental spy. After you sell some inter-spatial secrets, your bosses take offence and sentence you to death. By some miracle, you escape, and board a shuttle to the moon. At the lunar terminus, you are jumped by two agents and once again manage to escape. In your rush, you jump in the first buggy you see and drive off into the lunar plains.

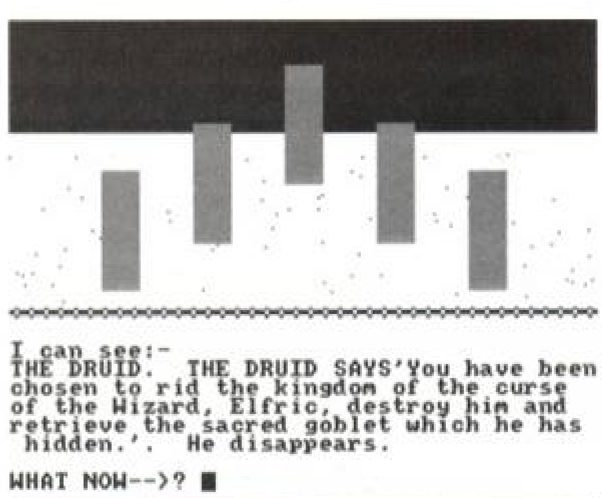
The buggy runs out of power four hundred kilometres out. Fortunately, you grind to a halt by a deserted base station... Your task is to escape from your pursuers... A small adventure (it only has 39 locations) but good fun. Once again, it is easy to solve.

Welladay – A rather strange adventure. The thing is, your bedside table seems to be missing something and you can't sleep until you find something nice to sit upon it! No-one could ever called that an unoriginal storyline!

SHADES
BLUE RAIDER
MASTERS OF MID-WORLD

AMS3 ● Adventure PD ● £1 (+disk) ● 10 Overton Road, Abbey Wood, London SE2 9SD

Shades – written by Phil Craven using ADLAN – is not exactly an adventure, more a look around the world of *Shades*, which is a Multi-user Game (MUG) only accessible via a modem. Unfortunately, it is not a very good example of a MUG as the location descriptions are nearly all one line (with no exits mentioned so you have to experiment typing N, E etc at each location), there are no mobiles and no NPC's. Even adding atmospheric messages such as 'Ludwig has entered the game' or 'Lorry appears in a flash of smoke' would add something. Phil will be adding to *Shades* so hopefully some of these recommendations will be implemented.



● *Masters of Mid-World* has a graphics option – just.

Blue Raider – See Scull's Adventure Disk 1.

Masters of Mid-World was written by Steve Anderson way back in 1986. *Masters* is set in the land of the Mid-World, which has recently been invaded by the forces of darkness and is ruled in fear by the evil wizard king Elfric. The secret to Mid-World's freedom lies in the magic goblet which has the power to banish all evil. Only the mysterious Druids have the wisdom to use the goblet correctly. Like *Blue Raider*, *Masters* is written in BASIC, and it shows! The game has a very small parser and poor graphics. Nothing to write home about.

Clue Sr

Thanks this month go to Joan Pancott, Dave Harvard, Stuart Whyte, Hazis Dolgizas, Alistair Crook, Simon Netherwood, Jim Struthers, Howard Swains and Ian Howlett. Special thanks go to David Campbell for his map of *Subsunk*...

Bored of the Rings - Part 2

- Look under the mat to find the hidden treasure.
- Buy the map – it can be useful if you read it in the correct way !?!

Escape from Koshima

From the hospital go N, Wx2, Sx4, W, S, throw meat to dogs, examine Airman, get lighter, Ex4, S, get stick, Wx3, N, W, N, W, Nx2, examine Aircraft, fill lighter, N, Ex2, N, get piece of wood, E to the pool.

Fantasia Diamond

- Ask Boris to shoot guardian.
- Send Boris back on the boat first.
- To get rid of unwanted followers, open the cell door. When they all walk inside, close it!

Corruption

- At 2:44 if you are alone (in the car park) you get an attack from the cleaning woman who finally turned out to be a man! Also avoid going out (wherever you are) between 2:30 – 3:00 or you'll have to pay another visit to the Hospital. Many dangers await you in every corner of the city...
- Get in your car around noon, put the key in the ignition then turn it if you'd like to see an explosion of your BMW. But get out quickly because if you don't you'll be killed instantly.

Heavy on the Magick

- One of the keys found in methos unlocks the door in the room of horns.
- The talisman for Astarot is the sword.
- The talisman for Magot is the sunflower.
- The talisman for Belezbar is the mantis.
- When invoking a demon, put the talisman by an exit or wall and go to the other side of the room.
- The jar in the chest past the fire in the sothic complex is a hemlock.
- The heads in methos are smeared in poison and the might be needed in the kitchen of ai to call him so make sure you have a lot of stamina!

Price of Magik

- Carry the sprig of wolfsbane to avoid being attacked by the werewolf.

ffing with the Balrog

Bury the skull, knucklebone and bones in
e crypt with the shovel.

uest for the Golden Egg-cup

Drop beans, golden egg in the fountain
le.
Give the beans to the guard.
Examine the altar.
Search the straw to find something.
Catch the bird and put it in the cage it is
ry useful.

- Be careful with the wand or it will be stolen from you!

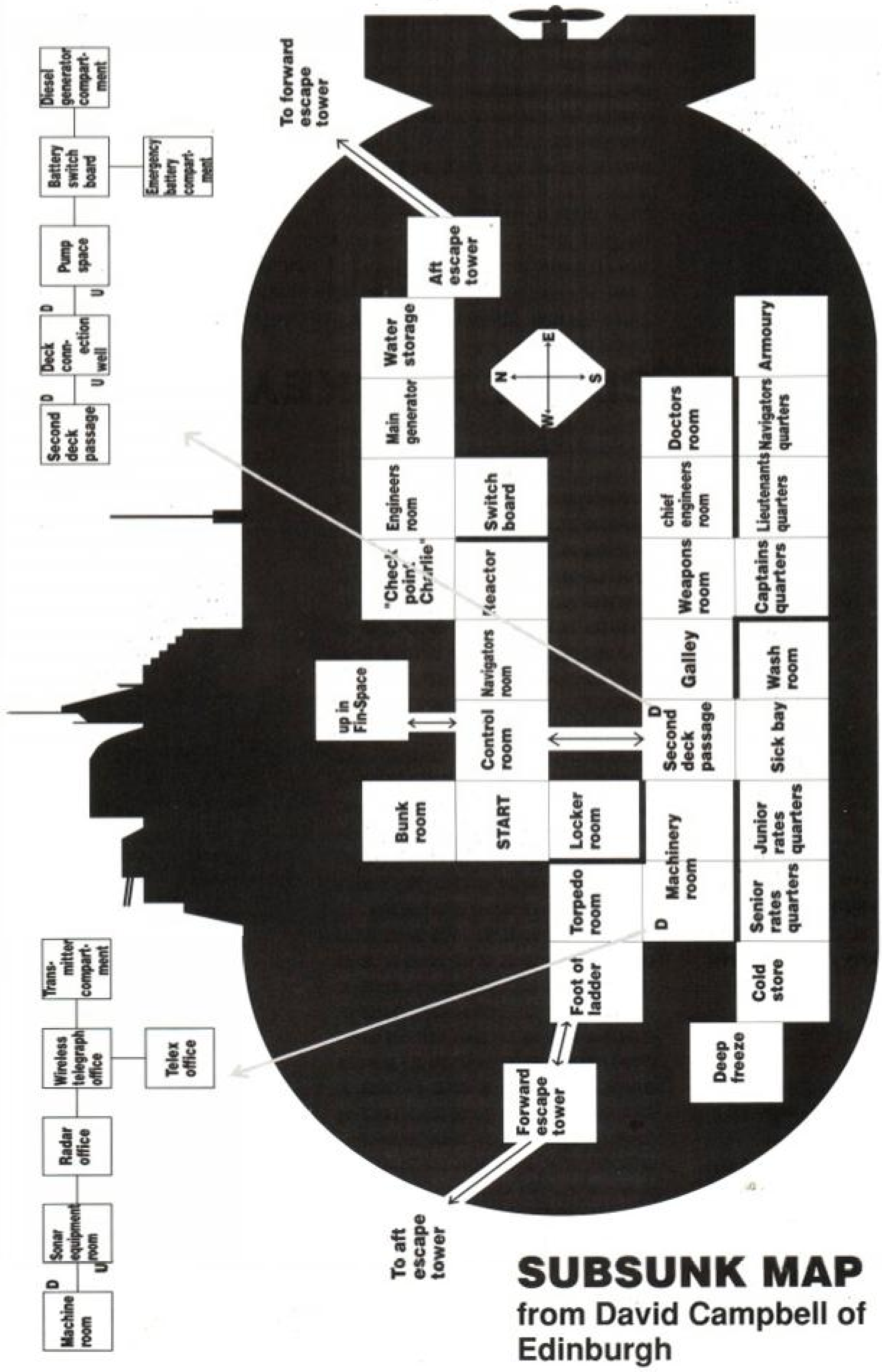
Red Moon

- Examine the bushes by the lake, put the handle in the hole then turn the handle.
- Erase the line in the Red Room.

Zork III

- Touch table to go to room displayed.
- Wear Grue Repellent to get through the darkness.
- Think of the maze as a sliding puzzle.
- Say "Hello Sailor" to sailor to get vial of invisibility. (Used to get past guardian.)





SUBSUNK MAP

from David Campbell of Edinburgh

Lords & Ladies of Adventure

Atalan • Bored of the Rings • DAA n Everything • Emerald Isle • Fantasia Diamond • Forest at World's End • Gremlins • Heroes of Karn • Inca Curse • Jewels of Babylon • Message from Andromeda • Mindshadow • Mordon's Quest • Never Ending Story • Planet of Death • Red Moon • Seabase Delta • Subsunk • Test • Trial of Arnold Blackwood.
Bob Adams, 81 Uplands, Welwyn Garden City, Herts AL8 7E8.

Colour of Magic • Hobbit • Lord of the Rings • Nightmare • Quest for the Golden Egg-cup • Shadows of Mordor • Times of Lore • Werewolf Simulator • Wizard Warz.
Douglas Thompson, 14 Cosgrove Close, Peterborough PE3 7JN.

Apache Gold • Boggit • Dodgy Geezers • Doomdark's Revenge • Heroes of Karn • Knight Tyme • Kobyashi Naru • Message from Andromeda • Questprobe • Ship of Doom • Spytrek • Terrormolinos • Never Ending Story • Warlord • Wizbiz.
Paul & Timothy Stitt, 7 Beaufort Avenue, Beechill Road, Newtownbreda, Belfast BT8 4TY Northern Ireland.

All Infocom games.
The Grue, 64 Country Road, Ormskirk, West Lancashire L39 1QH. Tel between 7.30pm and 9pm Mondays to Fridays 0695 573141.

Type-Ins

OK all you code-junkies, get your digits around this little lot...

LADDERS

● 6128 ONLY

A certain Mademoiselle Chamot Isabelle of France sent in this game. The idea is to pick up the diamonds whilst avoiding the monsters. There are seven levels, each with difficult ladders to climb and gems to collect. Use a joystick to move around. The game is 6128 only, unfortunately.

```
{EsAp}10·'Ladders·by·C.I·
{NsAt}20·'(C)·Watashi·Soft·1990
{AtBi}30·'thanks·to·Claude,Guy·and·Bruno
{DxAr}40·'For·AMSTRAD·ACTION
{MxBt}50·SYMBOL·AFTER·241:SYMBOL·242,60,126,235,235,255,126,36,231
{CvCr}60·SYMBOL·243,66,126,66,66,66,126,66,66:SYMBOL·244,60,102,255,165,165,255,102
     ,60
{DlDl}70·SYMBOL·245,60,90,36,24,36,66,126,90:SYMBOL·246,66,165,90,24,36,66,126,90:S
     YMBOL·248,128,128,128·····
{DiEk}80·p$=CHR$(242):w$=CHR$(232):h$=CHR$(243):dia$=CHR$(244):m1$=CHR$(245):m2$=CH
     R$(246):q$=CHR$(22)+CHR$(1):k$=CHR$(22)+CHR$(0):ef$=k$+"·"·
{BuGj}90·MODE·0:BORDER·0:INK·0,0:INK·1,15:INK·2,6:INK·3,24:INK·4,0:INK·5,19:PEN·7:L
     OCATE·3,3:INK·14,7:INK·15,12:PRINT"WATASHI·Software":PEN·5:LOCATE·7,5:PRINT"p
     resents":PEN·6:LOCATE·8,21:PRINT·CHR$(164);"1990
{JmEj}100·ENT·1,3,-1,3,3,1,1:ENV·1,2,1,1,15,-1,1:ENV·2,3,8,2,8,-1,2:ENV·3,2,-
     8,6:RESTORE·1000:ENT·2,3,5,1,6,-5,1,30,1,1:EVERY·6,1·GOSUB·960
{IpEw}110·DEFINT·a-
     z:TAG:o=1:hc=95.5:MOVE·1,399:GRAPHICS·PEN·4:PRINT"LADDERS";:GRAPHICS·PEN·1:r=
     hc:h=1:vc=232:v=398:FOR·i=1·TO·8:FOR·j=1·TO·56:o=o+1:IF·o>3·THEN·o=1
{DuCk}120·IF·TEST(h,v)=4·THEN·MOVE·hc,vc:GRAPHICS·PEN·o:PRINT·CHR$(248);
{FnEm}130·hc=hc+8:h=h+4:NEXT:vc=vc-8:v=v-
     2:h=1:hc=r:NEXT:WHILE·INKEY$="":WEND:DI:TAGOFF:FOR·i=1·TO·26·STEP·4:LOCATE·1,
     1:PRINT·STRING$(i,11);STRING$(26+i,10);:NEXT
{IwDx}140·LOCATE·2,7:PEN·6:PRINT"What's·your·name":LOCATE·5,10:PRINT"<·5·letters":P
     EN·2:LOCATE·5,14:INPUT·n$:IF·LEN(n$)>5·THEN·140
{KnCn}150·MODE·1:v=4:sc=0:st=1:DIM·ca(40,25):DEF·FN1(x,y)=TEST((x-1)*16+8,(26-
     y)*16-8)
{ErBl}160·ON·st·GOTO·210,200,180,190,170,220,210,610
{CxCp}170·RESTORE·840:BORDER·6:INK·1,17:INK·2,24:INK·3,16:GOSUB·230:GOTO·280
{DsCn}180·RESTORE·860:BORDER·2:INK·1,19:INK·2,16:INK·3,14:GOSUB·230:GOTO·280
{FlCl}190·RESTORE·880:BORDER·7:INK·1,11:INK·2,15:INK·3,21:GOSUB·230:GOTO·280
{FjCl}200·RESTORE·900:BORDER·12:INK·1,15:INK·2,5:INK·3,7:GOSUB·230:GOTO·280
{PxCn}210·RESTORE·920:BORDER·15:INK·1,14:INK·2,7:INK·3,24:GOSUB·230:GOTO·280
{HrCm}220·RESTORE·940:BORDER·16:INK·1,14:INK·2,21:INK·3,7:GOSUB·230:GOTO·280
{MpEw}230·CLS:PLOT·520,0:DRAW·520,400:PEN·2:LOCATE·35,6:PRINT"Lives":LOCATE·35,11:P
     RINT"Stage":LOCATE·35,16:PRINT"score":LOCATE·34,21:PEN·1:PRINT"WATASHI":LOCAT
     E·35,23:PRINT"Soft
{OjFj}240·PEN·3:FOR·h=1·TO·v:LOCATE·h+34,8:PRINT·p$:NEXT:LOCATE·36,13:PRINT·st:LOCA
     TE·35,18:PRINT·sc:LOCATE·35,3:PEN·1:PRINT·n$:ERASE·ca:DIM·ca(40,25):READ·pa,e
     h,dia,mo
{GnDw}250·PEN·2:FOR·h=1·TO·pa:READ·a,b,c:FOR·i=a·TO·b:LOCATE·i,c:PRINT·w$:ca(i,c)=3
     :NEXT·i,h:PEN·1:FOR·h=1·TO·eh:READ·a,b,c:FOR·i=a·TO·b
{PqDl}260·LOCATE·c,i:PRINT·k$;h$:ca(c,i)=2:NEXT·i,h:PEN·3:FOR·h=1·TO·dia:READ·a,b:L
     OCATE·a,b:PRINT·dia$:ca(a,b)=8:NEXT
{KiEo}270·FOR·h=1·TO·mo:READ·a,b:LOCATE·a,b:PEN·1:PRINT·CHR$(244+h):s(h)=1:mx(h)=a:
     my(h)=b:ms(h)=1:NEXT:PEN·3:LOCATE·20,23:PRINT·q$;p$:x=20:y=23:x2=x:y2=y
{DxBv}280·q=INT(RND*9)+1:IF·q<>3·AND·q<>6·AND·q<>8·THEN·GOSUB·630
{LiBu}290·IF·JOY(0)=1·THEN·330·ELSE·IF·JOY(0)=2·THEN·380
{ArCi}300·IF·JOY(0)=4·AND·x>2·AND·ca(x-1,y)<>3·THEN·x=x-1:GOTO·420
{LmBx}310·IF·JOY(0)=8·AND·x<31·AND·ca(x+1,y)<>3·THEN·x=x+1:GOTO·420
{MlAl}320·GOTO·280
{IvCj}330·IF·ca(x2,y2)=2·THEN·PEN·1:LOCATE·x2,y2:PRINT·k$;h$·ELSE·280
{FvAu}340·y=y-1:IF·y=1·THEN·360
{GpBq}350·LOCATE·x,y:PEN·3:PRINT·q$;p$:x2=x:y2=y:GOTO·280
{HtBv}360·FOR·i=1·TO·10:SOUND·7,69,10,15,3,2:NEXT:FOR·i=1·TO·2000:NEXT
{IjAw}370·sc=sc+100:st=st+1:GOTO·160
{FiAx}380·IF·ca(x,y+1)<>2·THEN·280
{BiBj}390·y=y+1:IF·FN1(x,y)=1·THEN·420
{EuCk}400·LOCATE·x2,y2:IF·ca(x2,y2)=2·THEN·PEN·1:PRINT·k$;h$·ELSE·PRINT·ef$
{FwCm}410·LOCATE·x,y:PEN·3:PRINT·q$;p$:x2=x:y2=y:IF·ca(x,y+1)=0·THEN·490·ELSE·280
{FtBs}420·IF·FN1(x,y)=1·THEN·LOCATE·x,y:PRINT·ef$:GOTO·560
{AiBr}430·LOCATE·x2,y2:PRINT·ef$:PEN·3:LOCATE·x,y:PRINT·q$;p$
{BsBu}440·IF·ca(x2,y2)=2·THEN·PEN·1:LOCATE·x2,y2:PRINT·h$
{EpAw}450·IF·ca(x2,y2)=8·THEN·530·
{JuBo}460·IF·ca(x,y+1)=0·THEN·x2=x:y2=y:GOTO·490
{PnAw}470·IF·ca(x,y)>10·THEN·560
{LtAs}480·x2=x:y2=y:GOTO·280
{JrCk}490·LOCATE·x2,y2:IF·ca(x2,y2)=2·THEN·PEN·1:PRINT·k$;h$·ELSE·PRINT·ef$
{IwBu}500·y=y+1:PEN·3:LOCATE·x,y:PRINT·q$;p$:SOUND·1,46+ss,3,10:ss=ss+10
{GiCj}510·y2=y:IF·ca(x,y+1)=0·THEN·490·ELSE·ss=0:IF·ca(x,y+1)=3·THEN·280
{DqAq}520·y2=y:y=y+1:GOTO·420
{AkDq}530·sc=sc+10:PEN·3:LOCATE·35,18:PRINT·K$;sc:dia=dia-
     1:SOUND·2,100,39,12,,2:PEN·1:ca(x2,y2)=0:IF·dia<>0·THEN·550
{HmCv}540·PEN·1:READ·a,b,c:FOR·g=a·TO·b:LOCATE·c,g:PRINT·k$;h$:SOUND·4,50,10,15,3,1
     :ca(c,g)=2:NEXT
{PkBn}550·FOR·h=1·TO·2:ms(h)=1:NEXT:PEN·1:GOTO·460
{AkBs}560·SOUND·4,478,80,15,3,2:v=v-1:IF·v=0·THEN·580
{DxAx}570·FOR·t=1·TO·1500:NEXT:GOTO·160
{IuDk}580·WINDOW#1,1,32,1,25:CLS#1:LOCATE·12,8:PRINT"GAME·OVER":PEN·2:LOCATE·8,13:P
     RINT"Play·again,";n$;"·?
{GkCk}590·IF·INKEY(43)=0·THEN·RUN·ELSE·IF·INKEY(46)=0·THEN·CLS:END
{OxAl}600·GOTO·590
{PsEt}610·WINDOW#1,1,32,1,25:CLS#1:FOR·i=2·TO·30·STEP·4:LOCATE·i,23:PEN·2:PRINT·p$:
     LOCATE·i,2:PRINT·p$:LOCATE·i,20:PEN·1:PRINT·p$:LOCATE·i,4:PRINT·p$:NEXT
{OxFp}620·FOR·I=4·TO·28·STEP·4:PEN·3:LOCATE·i,23:PRINT·p$:LOCATE·i,2:PRINT·p$:LOCAT
     E·i,20:PEN·2:PRINT·p$:LOCATE·i,4:PRINT·p$:NEXT:LOCATE·7,13:PEN·1:PRINT"Well·d
     one,·";n$;"·!":EI
{PxBq}630·m=INT(RND*2)+1:IF·ms(m)=0·THEN·640·ELSE·650
{CxBo}640·m=INT(RND*2)+1:IF·ms(m)=0·THEN·RETURN
{IuBt}650·IF·ca(mx(m),my(m)+1)=0·THEN·GOSUB·730:GOTO·750
{DlCi}660·IF·y>my(m)AND·ca(mx(m),my(m)+1)=2·THEN·GOSUB·730:GOTO·780
{PtBx}670·IF·y<my(m)AND·ca(mx(m),my(m))=2·THEN·GOSUB·730:GOTO·790
{ArCj}680·IF·y<my(m)AND·ca(mx(m),my(m)-1)=2·THEN·GOSUB·730:GOTO·790
{MsAq}690·ON·s(m)GOTO·700,710
{BsBu}700·IF·ca(mx(m)-1,my(m))<3·THEN·800·ELSE·s(m)=2:RETURN
{GmBs}710·IF·ca(mx(m)+1,my(m))<3·THEN·820·ELSE·s(m)=1:RETURN
{HxAn}720·RETURN
{MlCp}730·IF·ca(mx(m),my(m))=2·THEN·PEN·1:LOCATE·mx(m),my(m):PRINT·k$;h$:RETURN
{LuBj}740·LOCATE·mx(m),my(m):PRINT·ef$:RETURN
{FmBu}750·my(m)=my(m)+1:PEN·1:LOCATE·mx(m),my(m):PRINT·CHR$(244+m)
{GsBt}760·IF·ca(mx(m),my(m)+1)=0·THEN·GOSUB·730:GOTO·750
{NpBs}770·IF·mx(m)=x·AND·my(m)=y·THEN·560·ELSE·RETURN
{MsCj}780·my(m)=my(m)+1:PEN·1:LOCATE·mx(m),my(m):PRINT·q$;CHR$(244+m):GOTO·770
{GsCn}790·my(m)=my(m)-1:PEN·1:LOCATE·mx(m),my(m):PRINT·q$;CHR$(244+m):GOTO·770
{NmBq}800·IF·mx(m)-1>1·THEN·GOSUB·730·ELSE·s(m)=2:RETURN
{MrCo}810·mx(m)=mx(m)-1:PEN·1:LOCATE·mx(m),my(m):PRINT·q$;CHR$(244+m):GOTO·770
{OmBq}820·IF·mx(m)+1<32·THEN·GOSUB·730·ELSE·s(m)=1:RETURN
{HlCl}830·mx(m)=mx(m)+1:PEN·1:LOCATE·mx(m),my(m):PRINT·q$;CHR$(244+m):GOTO·770
{LtEx}840·DATA·19,8,7,2,2,31,24,2,10,4,2,12,10,2,10,18,2,10,21,2,10,22,2,10,23,11,1
     7,7,16,18,13,19,22,5,19,22,10,18,23,19,22,31,15,29,31,5,28,31,19,28,31,20,28,
     31,21,28,31,22,28,31,23
{GqDm}850·DATA·10,17,6,4,6,11,18,23,11,13,23,15,5,12,18,5,14,23,19,23,27,5,15,31,4,
     3,3,9,4,20,20,4,20,17,30,4,31,18,5,3,22,4,2,4,10·
```

```
{DrDn}860·DATA·12,5,4,2,2,12,3,3,6,7,2,4,10,3,5,13,10,13,10,13,16,12,10,14,16,2,31,
      24,13,28,7,17,22,19,23,30,21,22,29,11
{NuCr}870·DATA·7,23,7,3,6,13,19,23,16,11,18,21,7,10,29,3,2,4,12,12,15,29,20,6,2,21,
      6,2,6,29
{IrDn}880·DATA·12,4,7,2,17,30,4,2,15,8,28,31,8,25,28,10,23,25,12,28,30,14,7,16,16,2
      8,30,17,5,7,19,20,23,19,28,30,20,2,31,24
{PjCx}890·DATA·16,23,10,4,15,16,4,7,31,14,23,31,5,7,6,18,22,18,23,11,29,13,29,16,29
      ,19,8,7,23,3,2,7,2
{CjDn}900·DATA·10,8,8,2,9,25,4,14,16,8,14,16,15,3,12,19,16,25,20,2,31,24,30,31,7,30
      ,31,11,30,31,15,30,31,19
{GnEk}910·DATA·19,23,2,14,18,5,11,14,6,8,11,7,4,8,8,15,23,13,7,23,29,8,14,16,25,3,1
      5,7,31,6,31,10,31,14,31,18,16,19,25,19,15,3,20,3,2,6,29
{FrEi}920·DATA·11,3,8,2,2,31,24,13,21,6,12,21,20,3,5,7,5,7,11,7,9,13,9,12,17,28,30,
      7,26,28,11,24,26,14,21,24,17,7,23,2,6,23,17,7,23,31
{CxCk}930·DATA·14,5,20,5,6,10,27,10,11,16,21,16,15,19,19,19,13,5,21,5,2,5,17
{NjDr}940·DATA·13,5,5,2,7,10,4,20,22,5,27,30,5,2,7,7,11,14,8,23,26,8,6,8,11,15,21,1
      4,6,7,15,21,25,18,2,31,24,2,8,20,15,20,21
{KwCr}950·DATA·15,19,8,4,7,11,8,13,15,5,7,23,5,23,31,7,10,6,14,2,19,17,13,17,20,8,3
      ,21,4,2,6,2
{MxBp}960·READ·a:IF·a=9·THEN·RESTORE·1010:GOTO·960·
{FnAw}970·IF·a>2·THEN·b=a:READ·a
{DkCl}980·IF·a=0·THEN·SOUND·28,0,12,0:SOUND·42,b,12,13,2,1:SOUND·49,b,12,7,3:RETURN
{BnBx}990·IF·a=1·THEN·SOUND·28,0,12,13,1,,31·ELSE·SOUND·28,0,12,13,1,,5
{KtBp}1000·SOUND·42,b,12,13,2,2:SOUND·49,b,12,7,3:RETURN
{OiFm}1010·DATA·2,1,100,2,0,1,95,100,2,1,0,119,1,89,1,75,71,2,2,0,1,89,100,2,1,0,63
      ,1,1,63,2,0,60,2,0,47,2,47,1,47,2,2,1,60,0,63,1,53,0,1,71,2,2,80,1,1,89,0,2,2
      ,9,9
```

ARCHIVER

Andy Price of Dunstable in Beds has submitted a very useful disk archiver. It will archive tape to disk and disk to tape, and achieves a pretty respectable speed by reading and writing one track at a time, saving it on tape as a headerless file of &1200 bytes length.

```
{IkAo}10·'·Disc·Archiver
{PwAq}20·'·by·ANDY·PRICE
{BsAj}30·'
{LpCk}40·INK·0,0:PAPER·0:BORDER·0:INK·1,26:PEN·1:MEMORY·&4FFF:GOSUB·470
{JiBq}50·MODE·1:PRINT·TAB(7)"DISC·ARCHIVER·by·Andy·Price"
{IrBn}60·LOCATE·10,6:PRINT"1.·Archive·disc·to·tape"
{HnBm}70·LOCATE·10,8:PRINT"2.·Archive·tape·to·disc"
{LjBj}80·POKE·&BB5A,&C9:CAT:POKE·&BB5A,&CF
{AmBl}90·LOCATE·10,12:PRINT"Disc·format:·";
{InBl}100·IF·PEEK(&A89D)=0·THEN·PRINT"DATA"
{BjBn}110·IF·PEEK(&A89D)=2·THEN·PRINT"CP/M"
{DwBn}120·LOCATE·20,16:INPUT"Option·number:",a
{OvAw}130·IF·a=1·THEN·140·ELSE·250
{BlAs}140·'·Archive·disc·to·tape
{DpBm}150·MODE·1:PRINT·TAB(11)"Archive·disc·to·tape"
{DuAm}160·GOSUB·370
{IjAw}170·FOR·tr=0·TO·39:POKE·&900C,tr
{FmBm}180·LOCATE·15,16:PRINT"Track·number:·";tr
{LlBo}190·LOCATE·15,18:PRINT"DATA·READING·FROM·DISC"
{MoAn}200·CALL·&9000
{JuBn}210·LOCATE·15,18:PRINT"DATA·WRITING·TO·TAPE··"
{EqAp}220·CALL·&9038,1
{GqAk}230·NEXT
{MxAk}240·RUN
{EtAs}250·'·Archive·tape·to·disc
{NqBm}260·MODE·1:PRINT·TAB(11)"Archive·tape·to·disc"
{FoAm}270·GOSUB·370
{MnAo}280·POKE·&9011,&30
{IxAv}290·FOR·tr=0·TO·39:POKE·&900C,tr
{CoBm}300·LOCATE·15,16:PRINT"Track·number:·";tr
{MjBp}310·LOCATE·15,18:PRINT"DATA·READING·FROM·TAPE"
{CwAp}320·CALL·&9038,0
{FmBl}330·LOCATE·15,18:PRINT"DATA·WRITING·TO·DISC··"
{MpAn}340·CALL·&9000
{BmAl}350·NEXT
{LuAl}360·RUN
{GtBq}370·LOCATE·10,5:PRINT"Insert·disc·into·drive"
{IlBo}380·LOCATE·10,7:PRINT"and·tape·into·deck·then"
{CxBl}390·LOCATE·10,9:PRINT"Press·any·key.."
{KlAw}400·CALL·&BB18:CALL·&BB00
{FuBl}410·PRINT:INPUT"tape·speed·(0=slow,·1=fast)";s
{JxBp}420·IF·s=1·THEN·SPEED·WRITE·1·ELSE·SPEED·WRITE·0
{IuBj}430·POKE·&BB5A,&C9:CAT:POKE·&BB5A,&CF
{JvBt}440·k=PEEK(&A89D):IF·k=0·THEN·POKE·&9009,&C1:POKE·&9037,&CA
{EiBm}450·IF·k=2·THEN·POKE·&9009,&41:POKE·&9037,&4A
{FsAn}460·RETURN
{FlAu}470·FOR·x=&9000·TO·&9053:READ·a$
{AmBi}480·a=VAL("&"+a$):POKE·x,a:NEXT
{MrAn}490·RETURN
{CuAt}500·DATA·CD,04,90,C9,21,00,50
{FlAv}510·DATA·E5,3E,C1,F5,16,00,1E
{ErAu}520·DATA·00,4F,CD,29,90,11,00
{GjAx}530·DATA·02,F1,E1,19,E5,F5,3A
{MvAv}540·DATA·37,90,57,F1,3C,BA,28
{IxAw}550·DATA·03,F5,18,E4,E1,C9,DF
{NiAu}560·DATA·2D,90,C9,3C,C0,07,DF
{DqAu}570·DATA·34,90,C9,3F,C0,07,CA
{FnAv}580·DATA·21,00,50,11,00,12,DD
{CuAu}590·DATA·7E,00,FE,01,28,09,B7
{KpAt}600·DATA·28,00,3E,16,CD,A1,BC
{NoAu}610·DATA·C9,3E,16,CD,9E,BC,C9
```



SPOTS BEFORE YOUR EYES?

If you're wondering what all those little dots are in the listings (like·these,·for·example), they're just there to indicate spaces. That's to help you get the right number of spaces in a listing with Print commands, for example. It might not matter getting these wrong, but it could throw the checksum codes (those things in {curly brackets} at the start of each line), making you think that you've typed something else in incorrectly.

WHAT ARE THESE FUNNY {CODES} THEN?

The checksum codes at the start of each line are there to help you check your typing. What you need is the TYPEWRITER program printed previously in *Amstrad Action*. If you run your freshly keyed-in Type-In through this program, it will print out each line with a code at the start. All you have to do then is compare the codes on your print-out with the ones in the magazine. If they agree, you've typed the listing in correctly. If they don't, well it's usually a simple matter to track down the error that caused the problem and put it right. If you don't have a copy of TYPEWRITER, simply ignore the codes (and the brackets) and type in the rest.

GRAPHIC
● 6128 ONLY

This is a very neat, succinct piece of code from Edward Major which displays a lot of very pretty, almost fractal-like graphics. It uses circles and arcs to define the shapes of the, er, coloured bits in between. But unless you have a 6128, you'll just have to imagine what it looks like.

```
{GxAr}1·'·Graphics·Display·I
{BwAr}2·'·By·Edward·Major
{DoAm}3·'·AA·90
{CxAt}10·MODE·0:INK·0,0:BORDER·0
{FrBs}20·FOR·t=1·TO·15:INK·t,t+11:NEXT·t:GRAPHICS·PEN·1:c=1
{KjBk}30·A=160:B=100:x=1:y=1:xx=0:yy=0:MOVE·x,y
{OjCm}40·XA=X:YA=Y:IF·x<a·THEN·xx=xx+0.025·ELSE·IF·x>a·THEN·xx=xx-0.025
{HlBw}50·IF·y<b·THEN·yy=yy+0.025·ELSE·IF·y>b·THEN·yy=yy-0.025·
{BnAw}60·X=X+XX:Y=Y+YY:GRAPHICS·PEN·C
{CxBn}70·PLOT·XA,1:DRAW·X,Y:PLOT·640-XA,1:DRAW·640-X,Y
{BiBt}80·PLOT·xa,400:DRAW·X,400-Y:PLOT·640-XA,400:DRAW·640-X,400-Y
{DrBq}90·c=c+0.0625:IF·c=15.5·THEN·c=1:GOTO·40·ELSE·GOTO·40
```

FUNCTION

This is one of those 'small-but-helpful' programs which allows you do carry out a dozen useful functions at the touch of a button. It comes from Gary Cousins of Shoeburyness. The functions are:

[CTRL]+[COPY]	Dumps screen to printer
[SHIFT]	Stops dump
.	Lists current program to printer
0	Swap to mode 0
1	Swap to mode 1
2	Swap to mode 2
3	Clears variables, resets data
4	Saves current screen to tape
5	Loads screen from tape
6	Lists current program to screen
7	Copies current screen to memory
8	Replaces copied screen
9	Runs current program

None of the above change any normal keyboard function.

```
{GmAo}10·REM·DISPLAY
{HxAl}20·MODE·1
{LjHi}30·PRINT·".=List·to·printer":PRINT·"0=Mode·0":PRINT·"1=Mode·1":PRINT·"2=Mode·
      2":PRINT·"3=Cls,Restore,Clear":PRINT·"4=Save·screen":PRINT·"5=Load·screen":PR
      INT·"6=List":PRINT·"7=Copy·screen":PRINT·"8=Replace·screen":PRINT·"9=Run"
{LuBt}40·PRINT·"[CTRL]+[COPY]=Start·dump":PRINT·"[SHIFT]=Stop·dump"
{BvAn}50·REM·DEFINE·KEY
{AsAs}60·KEY·137,"RUN"+CHR$(13)
{HiAt}70·KEY·134,"LIST"+CHR$(13)·
{KuAv}80·KEY·129,"MODE·1"+CHR$(13)
{NrAt}90·KEY·128,"MODE·0"+CHR$(13)
{GjAu}100·KEY·130,"MODE·2"+CHR$(13)·
{PpAv}110·KEY·138,"LIST#8"+CHR$(13)
{HtBl}120·KEY·131,"CLEAR:RESTORE:CLS"+CHR$(13)
{JsAt}130·KEY·135,"|COPY"+CHR$(13)
{NvAw}140·KEY·136,"|PLACE"+CHR$(13)·
{NvBx}150·KEY·132,"SAVE"+CHR$(34)+"!SCREEN"+CHR$(34)+",b,&c000,&4000"+CHR$(13)
{JsBo}160·KEY·133,"LOAD"+CHR$(34)+"!SCREEN"+CHR$(34)+CHR$(13)
{GwAq}170·REM·SCREEN·COPY
{MkAq}180·FOR·addr=&BE00·TO·&BE31
{BrAv}190·READ·pok$:pok=VAL("&"+pok$)
{ExAr}200·POKE·addr,pok:NEXT
{ElAp}210·CALL·&BE00
{AlAn}220·REM·DATA
{DoAr}230·DATA·00,01,0B,BE,21
{FxAt}240·DATA·13,BE,CD,D1,BC
{AkAs}250·DATA·C9,17,BE,C3,21
{NqAr}260·DATA·BE,C3,29,BE,00
{DsAq}270·DATA·00,00,00,43,4F
{MlAs}280·DATA·50,D9,50,4C,41·
{ImAr}290·DATA·43,C5,00,00,3E
{DvAs}300·DATA·40,CD,06,BC,00
{MkAs}310·DATA·C9,CD,14,BC,3E
{BtAs}320·DATA·C0,CD,06,BC,C9
{HnAq}330·REM·SCREEN·DUMP
{OsAq}340·MEMORY·HIMEM-353
{HwAq}350·addr=HIMEM+1
{EtAn}360·lin=180
{AnAs}370·ON·ERROR·GOTO·450
{BvAo}380·ps=1:sum=0
{FnAn}390·READ·a$
{DpAv}400·n=VAL("&"+MID$(a$,ps,2))
{MoAl}410·ps=ps+3
{CqFi}420·IF·ps<26·THEN·POKE·addr,n:addr=addr+1:sum=(sum+n)MOD·256·ELSE·IF·sum<>n·T
      HEN·PRINT:PRINT:PRINT·"DATA·error·in·line",lin:·PRINT·CHR$(7):MEMORY·HIMEM+35
      3:END
{EjAv}430·IF·ps<27·THEN·GOTO·400
{GvAs}440·lin=lin+10:·GOTO·380
{CrCt}450·IF·ERR=4·AND·ERL=390·THEN·MODE·1:CALL·HIMEM+1:NEW·ELSE·PRINT·"Error·:·",E
      RR,"in",ERL
{MxAk}460·END
{FuBk}470·DATA·21·E1·E9·22·30·00·F7·EB·1F
{NpAx}480·DATA·21·49·01·19·4E·23·46·79·B4
{ArBi}490·DATA·B0·28·15·E5·60·69·19·E5·99
{CuAw}500·DATA·4E·23·46·60·69·19·44·4D·2A
{OqBj}510·DATA·E1·71·23·70·E1·23·18·E4·E5
{AjAw}520·DATA·21·49·00·06·01·0E·00·11·10
{IrBi}530·DATA·2F·00·CD·D7·BC·C9·C5·D5·F2
{CuBj}540·DATA·E5·F5·3E·09·CD·1E·BB·28·EF
{LsBi}550·DATA·0A·3E·17·CD·1E·BB·28·03·30
{LpAv}560·DATA·CD·59·00·F1·E1·D1·C1·C9·53
{JrAp}570·DATA·00·00·00·00·00·00·00·00·00
{OxAp}580·DATA·00·00·00·00·00·00·00·00·00
{ArAu}590·DATA·DD·21·52·00·DD·36·01·00·64
{OuAu}600·DATA·DD·36·02·00·DD·36·03·90·BB
{FsAu}610·DATA·DD·36·04·01·DD·36·05·00·30
{MmAv}620·DATA·DD·36·00·00·3E·1B·CD·CC·05
{BrBk}630·DATA·BB·D5·E5·CD·2B·BD·3E·41·A9
{AoBi}640·DATA·CD·2B·BD·3E·06·CD·2B·BD·AE
{EwAw}650·DATA·CD·2E·BD·38·FB·3E·1B·CD·11
{OpAx}660·DATA·2B·BD·3E·4B·CD·2B·BD·3E·64
{FuAx}670·DATA·40·CD·2B·BD·3E·01·CD·2B·2C
{LvAv}680·DATA·BD·DD·36·00·00·DD·36·06·E9
{LlAt}690·DATA·00·DD·CB·00·26·DD·5E·01·0A
{AtAx}700·DATA·DD·56·02·DD·6E·03·DD·66·C6
{FsAx}710·DATA·04·CD·F0·BB·B7·28·04·DD·3C
{HkAv}720·DATA·CB·00·C6·DD·34·06·DD·7E·03
{FrAw}730·DATA·06·FE·07·28·12·DD·6E·03·93
{HtBj}740·DATA·DD·66·04·2B·2B·DD·75·03·F2
{OkBj}750·DATA·DD·74·04·18·CC·18·A9·CD·C7
{JlAw}760·DATA·2E·BD·38·FB·DD·7E·00·CD·46
{IsAu}770·DATA·2B·BD·DD·34·01·DD·34·01·0C
{PqAv}780·DATA·20·03·DD·34·02·DD·7E·01·92
{LrAw}790·DATA·D6·82·20·07·DD·7E·02·FE·DA
{JkAx}800·DATA·02·28·12·DD·6E·03·DD·66·CD
{KiAx}810·DATA·04·11·0C·00·19·DD·75·03·8F
{IjAw}820·DATA·DD·74·04·18·8C·DD·34·05·0F
{ApAw}830·DATA·3E·0A·CD·2B·BD·3E·0D·CD·15
{LpAx}840·DATA·2B·BD·3E·15·CD·1E·BB·20·01
{OjAu}850·DATA·0F·DD·36·01·00·DD·36·02·38
{KxAx}860·DATA·00·DD·7E·05·FE·22·20·A5·45
{JxBi}870·DATA·3E·1B·CD·2B·BD·3E·40·CD·59
{OtBk}880·DATA·2B·BD·E1·D1·CD·C9·BB·C9·B4
{PuAv}890·DATA·22·00·29·00·42·00·5B·00·E8
{AlAq}900·DATA·00·00·00·00·00·00·00·00·00
```

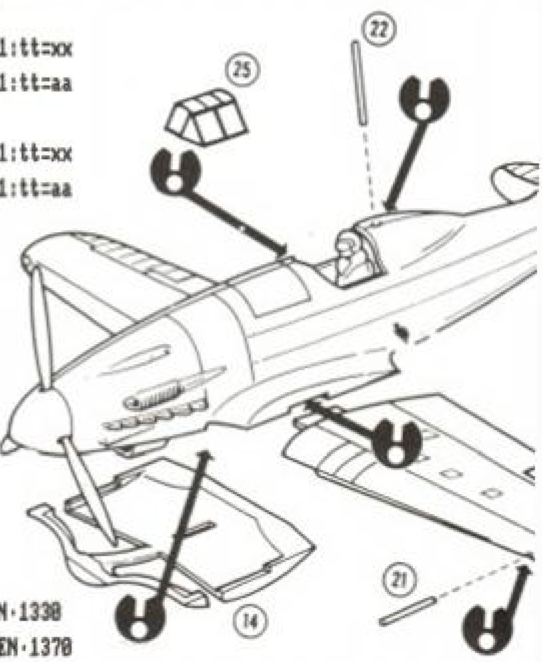
SPACE HOCKEY

Nathan Hyder, of the impressively-named Hyder Enterprises, has writte a two-player game in which you must guide a ball with your spacecra into your opponent's goal. The game requires one person to use the cu sor keys and the other to use a joystick. It isn't incredibly sophisticate but is quite good fun.

```
{ArBl}10·KEY·DEF·66,0,0,0,0:KEY·DEF·68,1,9,9,9
{GnAn}20·MODE·1:CLS
{HpAv}30·INK·1,24:INK·2,20:INK·3,6
{HrAr}31·INK·0,0:BORDER·4
{FiAl}40·PEN·3
{KwAn}50·xs=0:as=0
{MxAk}60·PRINT
{FsAx}70·PRINT"·······S·P·A·C·E·-·H·O·C·K·E·Y"
{MuBm}80·PEN·1:PRINT"

·······(C)·HYDERENTERPRISES·1989"
{JiAo}90·LOCATE·1,14
{EuAl}100·PEN·2
{HwBq}110·PRINT"((··Press·S·for·a·short·game····T-500·))"
{OjBq}120·PRINT"((··Press·M·for·a·medium·game···T-1000))"
{DkBo}130·PRINT"((··Press·L·for·a·long·game·····T-1500))"
{PiAs}140·a$=UPPER$(INKEY$)
{AwBj}150·IF·a$="L"·THEN·t=1500:GOTO·190
```

```
{IsBi}160·IF·a$="S"·THEN·t=500:GOTO·190
{BsBk}170·IF·a$="M"·THEN·t=1000:GOTO·190
{IqAm}180·GOTO·140
{EiAo}190·'·SET·UP·SCREEN
{LuAt}200·INK·0,0:PEN·1:PAPER·0
{NpAm}210·tie=0
{CkAo}220·BORDER·0:CLS
{PvAk}230·'CHRS
{GiAq}240·SYMBOL·AFTER·92
{CkBk}250·SYMBOL·93,24,60,102,195,129,0,0,0
{BpBm}260·SYMBOL·251,0,24,60,36,102,102,255,219
{MkBm}270·SYMBOL·252,219,255,102,102,36,60,24,0
{GqBj}280·SYMBOL·253,3,15,62,99,99,62,15,3
{FtBo}290·SYMBOL·254,192,240,124,198,198,124,240,192
{BjAx}300·SYMBOL·255,24,44,94,126,60,24
{MsBi}310·X=5:Y=16:A=35:B=5:G=20:H=11
{HiCx}320·PEN·INT(RND*3)+1:LOCATE·1,23:PRINT"]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]
      ]]··········G·E·T···R·E·A·D·Y!·"
{OuAm}330·BORDER·1
{PkBw}340·FOR·F=1·TO·100:E=RND*640:Q=RND*400:W=INT(RND*3)+1:PLOT·E,Q,W:NEXT
{CqAq}350·LOCATE·1,23
{DqBr}360·PRINT"]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]"
{PlAo}370·LOCATE·1,24
{KoAx}380·PRINT"·········S·P·A·C·E·-·H·O·C·K·E·Y"
{LwAq}390·LOCATE·1,25
{CsAt}400·PRINT"···1:···························2:"
{HjAw}410·LOCATE·6,25:PEN·3:PRINT·XS
{CjAw}420·LOCATE·36,25:PEN·1:PRINT·AS
{CqAu}430·PEN·3:LOCATE·1,5:PRINT"="
{InAt}440·LOCATE·1,17:PRINT"="
{GxAx}450·PEN·1:LOCATE·40,5:PRINT"="
{OwAt}460·LOCATE·40,17:PRINT"="
{ImAs}470·PEN·2:S=253:P=254
{LsAv}480·LOCATE·X,Y:PRINT·CHR$(254)
{NlAu}490·LOCATE·A,B:PRINT·CHR$(253)
{BsAp}500·PEN·2:LOCATE·G,H
{GnAs}510·PRINT·CHR$(255):PEN·1
{GwAo}520·'MAIN·PROG
{CtAt}530·OX=X:OY=Y:OA=A:OB=B
{NrAs}540·OG=G:OH=H:T=T-1
{DwBi}550·LOCATE·G,H:PEN·2:PRINT·CHR$(255)
{HsAw}560·PEN·2:LOCATE·18,25:PRINT·T
{GmAu}570·IF·T<1·THEN·1450
{KkAs}580·IF·cc=1·THEN·650
{BmCu}590·IF·X=A·AND·B=Y·THEN·SOUND·2,80,10,5:t=t·
      10:IF·h=b·OR·g=a·THEN·SOUND·1,50,10,5:t=t-5
{DjBn}600·IF·INKEY(9))-1·THEN·AA=2·ELSE·AA=1
{MpBl}610·IF·INKEY(0))-1·THEN·B=B-AA:S=251
{GuBl}620·IF·INKEY(2))-1·THEN·B=B+AA:S=252
{AnBn}630·IF·INKEY(8))-1·THEN·A=A-AA:S=253
{FmBl}640·IF·INKEY(1))-1·THEN·A=A+AA:S=254
{OpBl}650·IF·INKEY(76))-1·THEN·XX=2·ELSE·XX=1
{NoBn}660·IF·INKEY(72))-1·THEN·Y=Y-XX:P=251
{GpBn}670·IF·INKEY(73))-1·THEN·Y=Y+XX:P=252
{IqBl}680·IF·INKEY(74))-1·THEN·X=X-XX:P=253
{DxBl}690·IF·INKEY(75))-1·THEN·X=X+XX:P=254
{AmAt}700·IF·X>39·THEN·X=39
{IqAs}710·IF·X<2·THEN·X=2
{KlAu}720·IF·A>39·THEN·A=39
{HvAu}730·IF·A<2·THEN·A=2
{GnAs}740·IF·B<1·THEN·B=1
{EuAu}750·IF·B>22·THEN·B=22
{JjAs}760·IF·Y<1·THEN·Y=1
{BnAv}770·IF·Y>22·THEN·Y=22
{JsAm}780·'P.·CHRS
{JnAu}790·LOCATE·OX,OY:PRINT"·"
{MsAt}800·LOCATE·OA,OB:PRINT"·"
{BqBi}810·PEN·11:LOCATE·X,Y:PRINT·CHR$(P)
{IpBi}820·PEN·1:LOCATE·A,B:PRINT·CHR$(S)
{IoAl}830·'CLOSION
{KtAk}840·ff=0
{IlAt}850·IF·aa=2·THEN·aa=7
{NiAs}860·IF·xx=2·THEN·xx=7
{InBj}870·IF·X=G-1·AND·Y=H·THEN·ff=1:tt=xx
{LiBj}880·IF·A=G-1·AND·B=H·THEN·ff=1:tt=aa
{LlAs}890·IF·ff=1·THEN·1120
{EtBk}900·IF·X=G+1·AND·Y=H·THEN·ff=1:tt=xx
{HtBk}910·IF·A=G+1·AND·B=H·THEN·ff=1:tt=aa
{KsAs}920·IF·ff=1·THEN·1130
{JjBm}930·IF·X=G·AND·Y=H-1·THEN·ff=1:tt=xx
{BxBm}940·IF·A=G·AND·B=H-1·THEN·ff=1:tt=aa
{LtAr}950·IF·ff=1·THEN·1140
{NtBl}960·IF·X=G·AND·Y=H+1·THEN·ff=1:tt=xx
{MrBk}970·IF·A=G·AND·B=H+1·THEN·ff=1:tt=aa
{MuAr}980·IF·ff=1·THEN·1150
{GuBm}990·IF·X=G-1·AND·Y=H-1·THEN·ff=1:tt=xx
{HuBl}1000·IF·A=G-1·AND·B=H-1·THEN·ff=1:tt=aa
{PqAs}1010·IF·ff=1·THEN·1160
{EiBn}1020·IF·X=G+1·AND·Y=H-1·THEN·ff=1:tt=xx
{PpBn}1030·IF·A=G+1·AND·B=H-1·THEN·ff=1:tt=aa
{GwAt}1040·IF·ff=1·THEN·1170
{OxBl}1050·IF·X=G+1·AND·Y=H+1·THEN·ff=1:tt=xx
{AoBn}1060·IF·A=G+1·AND·B=H+1·THEN·ff=1:tt=aa
{OmAs}1070·IF·ff=1·THEN·1180
{KwBm}1080·IF·X=G-1·AND·Y=H+1·THEN·ff=1:tt=xx
{PjBl}1090·IF·A=G-1·AND·B=H+1·THEN·ff=1:tt=aa
{EkAs}1100·IF·ff=1·THEN·1190
{NtAm}1110·GOTO·530
{DmAr}1120·G=G+tt:GOTO·1200
{FpAr}1130·G=G-tt:GOTO·1200
{LiAr}1140·H=H+tt:GOTO·1200
{PvAq}1150·H=H-tt:GOTO·1200
{BwAt}1160·G=G+tt:H=H+tt:GOTO·1200
{EjAt}1170·G=G-tt:H=H+tt:GOTO·1200
{IwAu}1180·G=G-tt:H=H-tt:GOTO·1200
{GuAp}1190·G=G+tt:H=H-tt
{MuAs}1200·SOUND·1,30,10,6
{NqBl}1210·IF·G<3·AND·H<17·AND·H>5·THEN·1330
{ErBm}1220·IF·G>38·AND·H<17·AND·H>5·THEN·1370
{ImBk}1230·IF·G<3·THEN·G=3:SOUND·1,300,15,7
{MrBo}1240·IF·G>38·THEN·G=38:SOUND·1,300,15,7
{JlBn}1250·IF·H>21·THEN·H=21:SOUND·1,300,15,7
{MoBl}1260·IF·H<2·THEN·H=2:SOUND·1,300,15,7
{GwAt}1270·IF·aa=6·THEN·aa=2
{OrAt}1280·IF·xx=6·THEN·xx=2
{IjBi}1290·PEN·2·:LOCATE·OG,OH:PRINT"·"
{HrAv}1300·LOCATE·G,H:PRINT·CHR$(255)
{EjAs}1310·PEN·1:GOTO·530
{CxAm}1320·'GOAL
{MkAv}1330·G=1:LOCATE·OG,OH:PRINT"·"
{MwBi}1340·LOCATE·G,H:PEN·2:PRINT·CHR$(255)
{IiAq}1350·AS=AS+1:G=1
{LqAm}1360·GOTO·1400
{OxAx}1370·G=40:LOCATE·OG,OH:PRINT"·"
{DqBj}1380·LOCATE·G,H:PEN·2:PRINT·CHR$(255);
{EqAq}1390·XS=XS+1:G=40
{MpAp}1400·FOR·FX=5·TO·15
{AsAx}1410·SOUND·2,0,15,5,0,0,FX
{BqAk}1420·NEXT
{BtAv}1430·P=254:S=253:CLS:GOTO·310
{CoAl}1440·'END
{DlBi}1450·FOR·FY=5·TO·15:SOUND·1,FY,10,7
{HuAk}1460·NEXT
{LuAr}1470·FOR·g=1·TO·1500:NEXT
{PxFj}1480·IF·as=xs·AND·tie=0·THEN·tie=1:LOCATE·14,15:PEN·2:PRINT"EXTRA·TIME!":FOR·
      g=1·TO·1000:NEXT:t=100:SOUND·1,200,50,3:SOUND·1,150,50,3:SOUND·1,100,50,3:CLS
      :GOTO·310
{JnAu}1490·Z$="G·A·M·E···O·V·E·R"
{BoDp}1500·FOR·Q=1·TO·1+(LEN(Z$)/2):LOCATE·10+Q*2,5:PRINT·MID$(Z$,(Q*2)-
      1,1):SOUND·1,(Q+20)*4,2,4,0,0,Q:FOR·W=1·TO·500:NEXT:NEXT
{LpCp}1510·IF·xs>as·THEN·LOCATE·1,16:PEN·3:PRINT"··Player·1·(red)·-
      ·YOU'RE·THE·WINNER!!"
{FqCs}1520·IF·as>xs·THEN·LOCATE·1,16:PEN·1:PRINT"·Player·2·(yellow)·-
      ·YOU'RE·THE·WINNER!"
{KnBt}1530·IF·as=xs·THEN·LOCATE·14,16:PEN·2:PRINT"IT'S·A·TIE!"
{AxAq}1540·LOCATE·1,20
{GlBm}1550·PRINT"·····PRESS·(FIRE)·TO·PLAY·AGAIN"
{KoBu}1560·IF·INKEY(76))-1·OR·INKEY(9))-1·THEN·20·ELSE·1560
```





AA SMALL ADS

For Sale

BUSINESS SOFTWARE for the CPC6128 and 6128+ small business accounts £27.60. Costmaster £28.75. Sample disk - contains all our software, without printing/disk routines £4.60. ABC Software, 31 Magdalen Way, Worle, W.S.M. BS22 0PG. (0934) 516714 anytime.

THREE DIMENSIONS? Not Vector graphics. Must be seen to be disbelieved! With "DD Draw" work to front, rear, on and through the screen! PUSH, PULL, lean, turn, stretch, copy, spray, lines, circles, ellipses, polygons, concave, convex, twisted surfaces! Required:- coloured screen, full colour binocular vision, 3D glasses + £8.99 OR disc+ postage (for screen demos). Tel 06527-584, Monty Remon. "STONEHAVEN", N.End, S Kelsey, Lincoln LN7 6PG.

UTILITIES! Stop press, AMX, mouse and connectors, mat, micro design, Rombo box with protext and Utopia Roms all boxed, excellent condition, £120 ono. Collect from Portsmouth or Birmingham (0705) 671477.

CPC 464, green screen, excellent condition, over £70+ games and word processing software, tape rack, joystick, £150 ono. Tel Sam on 071-254 2120, after 6pm and weekends.

CPC 6128 colour monitor plus tape recorder. 250 games mostly big titles and over 40 disks. Altogether worth about £1000. Also Word Processing package. Accept £300. Maidstone (0622) 672508 evenings.

CPC 464 colour monitor 64K expansion multiface II. Many games advanced art tape manual and basic books, excellent condition. Sell for £300 ono. Ring (0480) 860845.

SUPERCOOL.... Testwise. 170 quizquestions, 7 brilliant games and much more!!! (disc only). Send £2.00 and blank disc and S.A.E. to: Kevin, 93 College Rise, Drogheda, Co.Louth, Ireland. Write quick. Free game with first five orders.

AMSTRAD CPC 6128, colour monitor, disk drive, tape deck, joystick, over £100 software, including speech, assembler, cash trader and games. Magazines. Sell £290 Worth over £600. Good condition. Phone 071- 732 3954 (London).

SWIVEL fifty mind teasing levels that will probably drive you insane. + FREE, Ludi, a game for the family, send £2.00 + blank disk to Rebus Software, 27 Fairfoot Road, Bow, London E34EG.

AMSTRAD CPC 6128 Mono monitor. Excellent condition, loads of software including wordprocessor, database, arts package and £100+ worth of games. £250 ono. Call (0483) 37787 between 4pm and 9pm.

AMSTRAD CPC464 Computer colour monitor DD1-1 disc drive, three joysticks, £800+ software, radio alarm clock, manuals, books, two year warranty parts and labour, cost over £1,300, accept £400 ono. Robert Szalma, 3 Campbell Ave, Bottesford, Scunthorpe ON16 3SA. Tel (0724) 865707.

CPC 6128 colour monitor, disc drive, tape deck and Magnum Laser Gun. Plus 30 great tape and disk games. All this and a superb joystick for £300. Call (0462) 814342 for details.

CPC 464, colour monitor, DDI-1 disk drive, 64K memory expansion and joysticks. Over £750 of software - games and utilities. Whole package in perfect condition and worth £1250+. Sell £465 ono. Tel: Ed (0372) 65681 (Surrey).

CPC6128 colour, TV modulator, JY2 joystick, AMX stop press, cassette player and leads, loadsa mags, games on disk and tape. As new for £340. Contact Josh on (0934) 712315 evenings (Somerset).

THE COMPLETE PROTEXT. (CPM) includes protext, prospell, promerge and a 3,000 word dictionary. Mint condition £30 ono. Hackers Fanzine full of computer stuff £1.00. Contact Mathew Furber, 3 Laxton Close, Locks Heath, Southampton, Hants SO3 6WN or Tel: (0489) 577803 (after 6pm).

AMSTRAD CPC6128 with green monitor, modulator, multifaceII+, Protext Word Processor on ROM, Rombo Rombox, Stop-Press DTP software, joystick, cassette recorder, discs, manuals, leads. Boxed, excellent condition, £295 ono, wil split. Tel: (0507) 601648.

SWIVEL fifty puzzling levels where you need fast reactions and an intricate mind as well as £2.00+ blank disc or tape. Send to Rebus Software, 27 Fairfoot Road, Bow, London E34EG.

CPC464 with colour monitor manual, light-pen and 30+ games including laser squad expansion kit , Gazza's Super Soccer and Renegade 3. Worth £300+ will arrange price. Ring R Coverdale on (0457) 875894.

AMSTRAD CPC 464 and colour monitor, 50 games, 2 joysticks, TV adaptor, manual and magazines. 1 year old, hardly used, £175 ono. Phone Phil 051-339 0870.

DOING LITTLEWOODS POOLS? Check all lit plan entries also 8 from 10, 11 and 12 perms in seconds. Also has winnings calculator and Random pools number selector. Send £5.00 (or £4.00 and tape) to Mr D Smith, 15 Becket Close, Hastings, E Sussex TN34 3UE.

CPC 6128 colour monitor DMP 2000 printer tape deck and leads £850+ worth of entertainment and serious software, 3 joysticks 12 AA mags worth £1400+. Bargain at £550 quick sale. Phone (05512) 3821 between 5pm and 10pm.

AMSTRAD CPC6128 colour monitor, joystick, around £200 worth of games. It is in immaculate condition at a bargain price. Will sell £250. Phone Nick or Alan at 081-446 0904.

CPC 464, colour monitor for sale. Good condition. Also has MP3 TV tuner and DK tronics light pen and joystick. For £200 Robert Lewis (0272) 605721.

AMSTRAD DMP 2000 PRINTER; KDS 8-Bit printer port; Qualitas+ Ver2, font library and CPM utility pack: Tasword 6128, Taspell and Tasprint 464. All for £140. Possible split. Tel: (0705) 528521.

CPC 464, mouse, disc drive, 256K RAM expansion, RS232 interface, modem and interface, colour monitor, books, discs, tapes, dust covers, mags, joystick. Will split. £800 ono. Phone Andy (0494) 785161 evenings.

CPC 464 green screen with TV modulator, joystick, £60 worth of mags and £400 of software. Worth £660, sell for £199. Tel: Tim on (0865) 300540 after 7pm or on answer phone.

FDI 2nd drive £40, DK'Tronics Lightpen £10, KDS Serial I/F £15. Lots of software serious and fun. Call Steve on (0264) 781949 for details.

Wanted

EXCHANGE. My 6128 linnet Interface Commstar. Cable, complete. Used 6 times. Too technical for me. For Amstrad 464.DD1 disk drive interface etc. Phone 061-860 7837 any Saturday or Sunday, Manchester area.

WANTED, Amstrad CPC6128. Also, Multiface 2+ and cassette player with leads, if possible. Cash paid. Collection possible. For more information tel: (0222) 220605 (Cardiff) after 6pm, Mondays-Saturdays. Anytime Sundays.

AMX 3D ZICON and Rainbird advanced music system. Call Chris 071-221 6690.

LOOKING FOR P.D. SOFTWARE PROGRAMMERS. Offering good money and connections with software houses. If interested send demo tape to OBI, 79 Otter St, Derby DE1 3FD. Enclose S.A.E. No catch.

Services

STUDY home computing or train to be a professional programmer. Correspondence courses. Contact Mrs Hayes on 081-890 0785.

OTHER

"DD DRAW." New games puzzles to write? Include maps, buildings, rooms, objects, artwork. Enhance utilities, engineering drawings. Add a new dimension to your work. SPACE - THE FINAL FRONTIER. Monty Remon (06527) 584.

EARN BIG MONEY! Sceptical? What have you got to lose? It couldn't be easier! Send S.A.E. to:- A Cardwell 134 Wulfstan Way, Cambridge, CB1 4QJ for details.

AOK Fanzine issue one (January) out now. Includes features, news, reviews, type-ins and more. For Plus/CPC users. Send 60p (includes p+p). AOK, 31 Colebrook Road, Shirley, Solihull, W Midlands B90 2LB.

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.

You can place an ad up of up to 30 words for just **£5**.

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written.

One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment.

We'll place the ad in the next available issue (published 2-7 weeks after we receive your order).

ORDER FORM

SEND TO *AA* SMALL ADS, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2AP

Please place the following advertisement in the next available issue of *Amstrad Action*

Name ______________________

Address ______________________

____

____

Telephone ______________________

I enclose payment of £5.00 by Cheque/ P.O/ Access/ Visa

Credit Card number ______________________

Credit Card expiry date ______________________

Classification. Tick box: ❑ For sale ❑ Wanted ❑ Services ❑ User Groups ❑ Other

Write your advertisement here, one word per box. Include your name and phone number if you want them

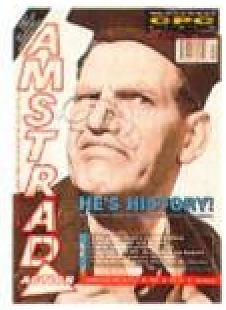
SUBS PRICES HELD! SA

BACK ISSUES

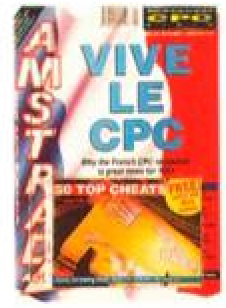
FEW IN STOCK, SELLING OUT FAST – GET YOUR COPIES WHILE THEY LAST!



ISSUE 54 · £1.45
Comms explained, RSXs laid bare, weather satellites and CRTC chip tips.



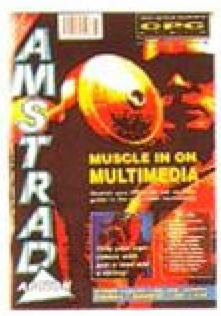
ISSUE 55 · £1.45
Education special, Heart research, Phil Howard takes over Cheat Mode with Myth Mastergame.



ISSUE 56 · £1.45
Free 'Cheat Mode' book, French scene explored, Mega game series begins.



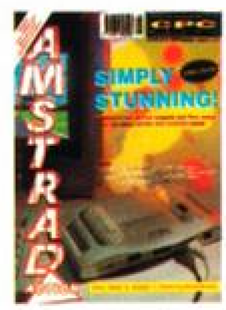
ISSUE 57 · £1.45
Joysticks round-up, ECT show report, gallery and TWO Mastergames.



ISSUE 58 · £1.45
Mutli media on the CPC, PC - CPC transfers, Accounts and Fantasy World Dizzy map.



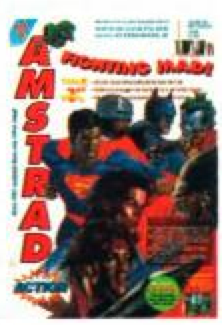
ISSUE 59 · £1.45
Four Raves and a Mastergame! *Naked Video* and *Blockbuster* series concluded.



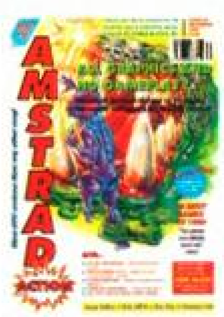
ISSUE 60 · £1.45
Amstrad's new console and Plus machines under the microscope. Exclusive analysis.



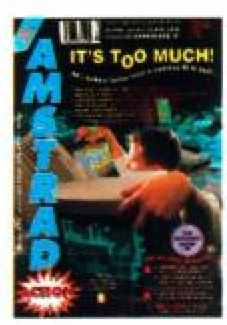
ISSUE 61 · £1.45
Fifth birthday issue with cover tape and special boardgame. *Iron Lord* and *Monty Python* reviewed.



ISSUE 62 • £1.45
Past, present and future of film tie-ins. *Rick Dangerous II* Mastergame. CES report.



ISSUE 63 • £1.45
Shadow of the Beast and *Learn to Read with Prof* reviewed. Part 1 of the *AA* end-of-year games retrospective



ISSUE 64 • £1.45
Switchblade on the console reviewed. *AA* Christmas covertape, including *Puzznic* demo, *Lost Caves* & *Sprites Alive* game

SORRY SOLD OUT! ISSUES 1-50, 52

ISSUES STILL AVAILABLE

51 · £1.45
Batman and Powerdrift get the treatment, PC Show report, RSX LIB, Nirvana and Sprites Alive reviewed.

53 · £1.45
EPROMs feature, PD column begins plus an awesome Batmap.

DON'T MISS OUT!

ABOVE PRICES FOR UK ONLY
OVERSEAS PRICES: EUROPE £5 REST OF WORLD £7
TO ORDER BACK ISSUES USE THE SUBSCRIPTIONS ORDER FORM OPPOSITE.

ONEY NOW! SUBS PRICES HELD! SAVE MONEY NO

FREE GAME!

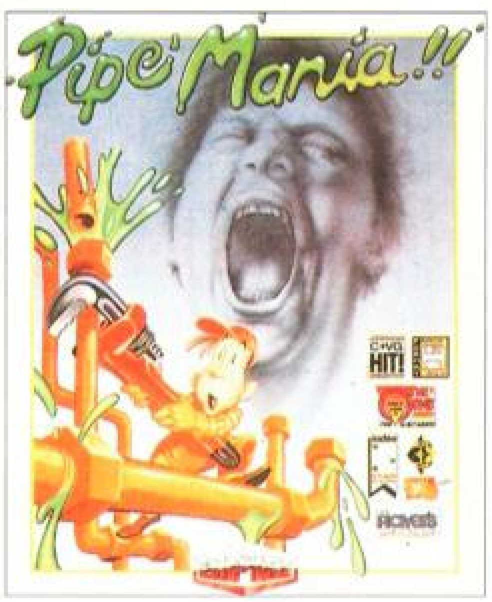
LORDS OF CHAOS



Lords of Chaos **is the magical sequel to** ***Laser Squad*****, one of** ***AA*****'s all time favourite strategy wargames.**

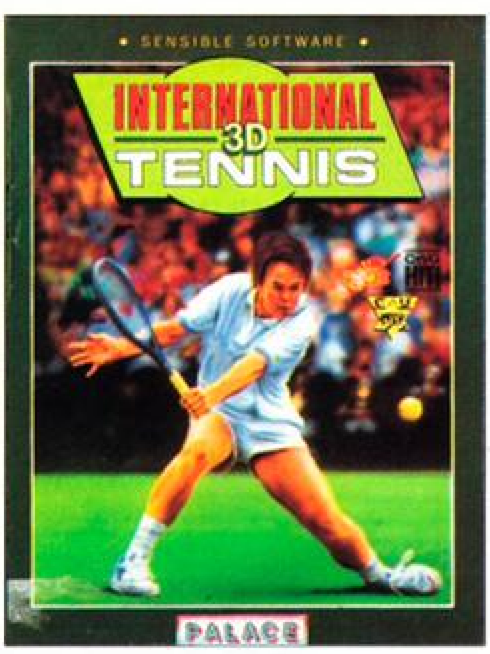
PIPE MANIA

Incredibly addictive two player plumbing game. You'll never curse a U-bend again!



INTERNATIONAL 3D TENNIS

Tennis at its most realistic. Smashes, lobs and spin all in 3D for a whole season of on court action.



YOUR NO RISK GUARANTEE

You can cancel your subscription at any time and we will refund you for all unmailed issues.

WHEN YOU SUBSCRIBE TO AMSTRAD ACTION

SAVE

the time and hassle of having to collect your copy

AVOID

the unthinkable possibility of missing an issue

GUARANTEE

your copy every month, get the most out of your machine and . . . get a free game into the bargain!

12 ISSUES OF YOUR FAVOURITE MAGAZINE PLUS A FREE GAME . . FOR ONLY £19.20!

Makes a whole lot of sense, doesn't it? Don't delay, comple the coupon or . . .

phone our credit card hotline on 0458 74011. . . right now!

YES! Please enter/renew my subscription to *Amstrad Action* and send me my free game.

SP OFF

My choice of game is as follows (pleae tick one only)

☐ LORDS OF CHAOS ☐ INTERNATIONAL 3D TENNIS ☐ PIPE MANIA

My choice of subscription for 12 issues is as follows (tick as appropriate)

☐ UK............£19.20 ☐ Europe .....£34.20 ☐ Rest of World £49.20

To ensure you get the best possible service all overseas subscriptions are sent Air Mail

Please also send me the following back issues (see opposite page for prices)

(please circle issues required) 46 47 51 53 54 55 56 57 58 59 60 61 62

Name ....

Address ....

....

....Post Code ....

My method of payment is (tick your choice) Total payment £..............................

☐ Access/Visa ☐ Cheque (make payable to Future Publishing Ltd)

Card No Expiry date

Enclose this coupon (together with your cheque if applicable) in an envelope to:

Dunning COMPUTER SERVICES (0258) 480660

All prices include delivery - just add VAT at 15%. Cheque with order or phone our credit card hotline before 3pm for same day despatch

Access VISA

Dept. AA, Unit 13C, Sunrise Business Park, Blandford Forum, Dorset DT11 7TE

NEXT DAY DELIVERY (U.K. MAINLAND)

RIBBONS GALORE

We have ribbons for 1000s of printers - if yours isn't listed, give us a call!

		£ per ribbon 1	2+	5+
Amstrad DMP2000/3000	F	3.34	3.17	3.01
Amstrad DMP4000	F	4.70	4.47	4.23
Amstrad 8256/8512	F	3.44	3.27	3.10
Amstrad 8256/8512	MS	3.44	3.27	3.10
Amstrad 9512	F	3.44	3.27	3.10
Amstrad 9512	MS	2.95	2.80	2.66
Amstrad LQ5000	F	5.28	5.02	4.75
Brother M1009/1224	F	3.47	3.30	3.12
Brother M1509/1709	F	4.95	4.70	4.46
Brother M1724	F	7.30	6.94	6.57
Canon 1156A	F	3.73	3.54	3.36
Citizen 120D	F	3.44	3.27	3.10
Citizen Swift 24	F	3.44	3.27	3.10
Commodore MPS801	F	3.34	3.17	3.01
Commodore MPS1230	F	3.43	3.26	3.09
Epson MX/RX/FX100	F	3.95	3.75	3.56
Epson LX80/86	F	2.47	2.35	2.20
Epson FX/MX/RX80	F	3.44	3.27	3.10
Epson LQ800	F	3.64	3.46	3.28
Epson LQ2500	F	4.73	4.49	4.26
Epson LQ2550	F	5.30	5.04	4.77
H.Packard D/Jet Cart.		14.80	14.06	13.32
NEC P2200	F	4.95	4.70	4.46
NEC P6+/P7+	F	5.34	5.07	4.81
OKI 390/391	F	4.60	4.37	4.14
OKI 393	F	9.50	9.03	8.55
Olivetti DM100/200	F	3.43	3.26	3.09
Panasonic KXP1080-83 1090-92, 1124, 1180-90	F	4.00	3.80	3.60
Panasonic KXP1524-40	F	6.90	6.56	6.21
Seikosha SP1200	F	3.44	3.27	3.10
Star LC10	F	3.44	3.08	2.92
Star LC10 4 Col	F	6.86	6.52	6.17
Star LC24-10	F	3.50	3.33	3.15
Star ND/NR/NX15	F	5.71	5.42	5.14
Star NL10	F	5.11	4.85	4.60

F=Fabric MS=Multistrike

DISKS

	Per 10
3" CF2 Maxell	18.90
3.5" Unbranded DSDD	8.20
5.25" Unbranded DSDD	4.80

SAVE THOSE RIBBONS!

RE-INK your own black fabric ribbons the new 'ozone-friendly' way. One can of 're-ink' will save you £££s 11.26

CONTINUOUS PAPER

Top quality tractor fed, fanfold

	per box	1 box £	2 box £
11x9.5			
60gsm (M)	2,000	16.38	14.88
70gsm (M)	2,000	17.65	16.15
80gsm (M)	2,000	19.30	17.80
90gsm (M)	1,000	13.72	12.22
2 Part NCR	1,000	21.14	19.64
11.66x9.25 (A4 size)			
70gsm (M)	2,000	19.78	18.28
80gsm (M)	2,000	23.28	21.88
90gsm (M)	1,000	15.37	13.87
2 Part NCR	1,000	32.45	30.95

80/57gsm
(M) = MICROPERFORATIONS

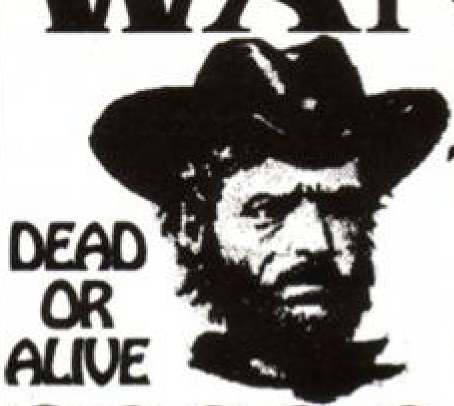
COMPUTER LABELS

Avery brand - the best! Tractor fed, fanfold.
1, 2 or 3 across - please specify

	1000 £	5000 £
2 3/4 x 15/16	4.25	15.20
2 3/4 x 1 7/16	5.13	18.94
3 1/2 x 15/16	4.55	16.30
3 1/2 x 1 7/16	5.64	22.79
3 1/2 x 1 15/16	8.18	29.99
4 x 15/16	5.34	17.44
4 x 1 7/16	6.39	22.50
4 x 1 15/16	8.19	30.27

Many other labels available including Disk & Laser Labels

WANTED



DEAD OR ALIVE

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 78

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

MAKE YOUR PCW EARN

Yes making money with your PCW becomes incidental when you know how. Your micro is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort **NOW** by starting your own

HOME BASED BUSINESS

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including **YOU**, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games. The benefits are many and varied. Full or part time. For **FREE** details send S.A.E. to:



HOME BASED BUSINESS

31, PILTON PLACE (AA15)
KING AND QUEEN STREET,
WALWORTH, LONDON SE17 1DR

COURSEMASTER

The Computer Horseracing Program

- RATES ANY RACE IN SECONDS - ANY DAILY NEWSPAPER IS ALL YOU NEED
- NEVER out of date - Both N. Hunt & Flat - Fast Data Entry
- AMAZING ACCURACY!! - Now you CAN BEAT THE BOOKIE!!
- Works on the simple principle that FAST HORSES BEAT SLOW ONES!!
- Clearly identifies best selection in every race plus these AMAZING features:-
- First, Second and Third choice shown for Forecasts & Tricasts, etc. Recommends most suitable type of bet.
- Actually works out your WINNINGS on most popular bets including SINGLES & DOUBLES, win and each way. PATENTS, YANKEES, CANADIANS, HEINZ etc. GOOD EACH WAY and LONG ODDS bets clearly shown.
- Will PRINT out your BETTING SLIP for you.
- Maintains a BANK ACCOUNT - BET like PROFESSIONALS do! Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster.
- PLUS!!!! - The AMAZING COURSEMASTER SYSTEM. This superb betting system is included in the program. A system which regularly produces huge wins from small stakes. Try it! It can pay for itself many times over on the first day!
- Supplied with 20 Page BETTING GUIDE and MANUAL

@ £17.95 tapes, £19.95 discs, inc P&P + VAT

PERM-MASTER

If you are one of those pools punters who regularly uses the perm plans for entering your weekly coupon, (as we at Intraset recommend). Then it is often difficult to assess whether or not you have actually won. PERM-MASTER puts an end to that. With it you simply enter the number of points obtained for each of your selections, and PERM-MASTER does the rest. The program is supplied already with some of the top plans built in, but if your favourite is not there, then you can simply create your own, using the unique perm editor.

- FAST and SIMPLE to use.
- UNIQUE PERM EDITOR allows you to add plans not supplied (Simply edit the X's)
- For most BLOCK PERMS and SINGLE LINE plans. (Up to 25 selections)

Available as for POOLSMASTER @ £17.95 inc P&P + VAT

£ PROFIT FROM YOUR MICRO

- WHATEVER your MICRO is you can use it to make a good income!
- Even if you only have a couple of hours to spare each week.
- We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro.
- No computer expertise required!!
- Earn £££'s from home doing what you enjoy doing - using your COMPUTER!! It dosen't matter which model.
- You probably already have all you need to start earning.
- THOUSANDS of potential customers in your area who will GLADLY pay for your services. We will show you how to find them!
- Full step by step guide to EARNING MONEY FROM YOUR MICRO. FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY

£12.95 inclusive

All progs available for all PCW's, all IBM PC's + compatibles, Amstrad PC's, Atari + Amiga + CPC 6128
Coursemaster + Poolsmaster also available for Spectrums, Commodore 64+128, CPC 464+664

POOLSMASTER

(Formerly 'Pools Predictor' by Convero Computer Systems)

The Computer Football Pools Predictor

The amazing POOLSMASTER program is by far the best Pools Predictor we have ever seen. - In just 10 weeks of trying this program ourselves, we won no less than 12 dividends, the largest being nearly £300. Mr F. C. Hammond from Essex won nearly £10,000.00 in just 16 weeks. In his own words "It's a licence to print money." POOLSMASTER is simple to use and requires only that you keep the league tables up to date using your usual newspaper.

The result of many years research into the Football Pools by the programmer Martin Evans of C.C.S., the program is a materpiece of expertise, and is simplicity itself to use.

- Predicts Homes, Aways and Draws
- No fiddly typing in of teams names etc and no redundant databases.
- Instant read-out or Hardcopy if you have a printer.
- Uses scientific formula based on recent form home and away, league position, goals scored etc. It has long been realised that certain combinations of these factors return a much higher than average of draws than the laws of average would expect. POOLSMASTER looks for these factors and analyses their significance to give you the best possible chance of a win.
- Also has a 'Sequence Predictor' option. Many people believe that certain numbers on the coupon come up more often than others, and over a season patterns do seem to develop. The program analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in, or family birthdays etc.

If you do the POOLS then this is the program for you.
@ £17.95 tapes, £19.95 discs, inc P&P & VAT

+++SPECIAL OFFER+++

SPECIAL COMPENDIUM DISKS: *Please state British or Australian version*
CONTAINING BOTH POOLSMASTER AND PERM-MASTER - £36.95
CONTAINING POOLS, PERM and COURSEMASTER - £49.95
BUY ANY THREE DISKS (OR TWO INCL COMPENDIUM)
AND RECEIVE PROFIT FROM YOUR MICRO ABSOLUTELY FREE

THE GRAPHOLOGIST

This program is a must for anyone interested in analysing their handwriting, or analysing other peoples. It is also very useful for analysing prospective employees handwriting. To use the program, a sample of handwriting is obtained, perferably in ink. From the main menu of the program you will be prompted and guided to examine each detail of the sample. You will then be taken through deeper and deeper sets of sub menus, all prompting you for relevant details of the writing, and the points to watch for, and add to the file if applicable.

Upon completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word processor to produce a full report for the writer.

Fully experienced Graphologists can charge almost what they like for a full analysis, so this could prove a very lucrative business venture for you.

We must however stress, that unless you are experienced in graphology, then we can in no way guarantee the accuracy of the information that the program provides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this fascinating subject.

The text within THE GRAPHOLOGIST was researched and written by a top London graphologist/criminologist James Woodward. The software was written by Martin Evans our consultant software writer.

@ £49.95 inc P&P + VAT

CASHMASTER

Master your own finances. There is now no need to be frightened by accountancy software. CASHMASTER provides you with the easiest method yet invented to keep track of all your finances. Be you a business or professional individual, you are sure to need to know where your money is going. CASHMASTER will allow you to input all the necessary information per transaction in one simple operation, whilst allowing you to extract the absolute maximum from it all again with an array of statements and reports.

- Features VAT analysis
- Easy, natural data entry - Just like a handwritten ledger
- Any amount of ledger files
- Ledgers can span any time period, there is no one year limit
- Reports can be produced over any time span (1 day to 100 years)
- 90/99 Class Codes (User definable) per ledger file
- 30/99 Accounts per ledger file
- Detailed statements showing balances (Selected accounts & classes)
- Profit & Loss Statements (Selected accounts & class totals)
- Tagging of entries for extra report selectivity
- Items can be Inclusive, Exclusive or Zero VAT or VAT can be just ignored
- VAT element automatically calculated and displayed
- Pop up running total calculator
- Entries can repeated with just one key press (Standing Orders etc) Weekly, Fortnightly, Monthly, Quarterly, Half Yearly or Yearly
- Entries can be edited or deleted at any time
- Insert enteries anywhere, CASHMASTER puts them in chronological order for you.
- Reports directable to Screen, Printer or Disk file
- Detailed selectivity for reports
- Reference field for each entry (Invoice No, Desp Note No etc)
- 10,000 entries PC version, 2,200 PCWs
- No need for sorts, always in correct order
- All functions and operations available from main program screen
- Most functions operate from a single key press
- Scan through the ledger a line, or page at a time if required
- Split and merge file
- Class and Account code descriptions visible at all times. Scroll through pages of codes with one key press
- FREE seperate running total calculator for adding up those cheques, useful for those quick sums

WE APOLOGISE TO ALL OTHER SOFTWARE WRITERS AND TO ANYONE ELSE WHO HAS BOUGHT THE OTHER SO CALLED 'EASY TO USE' PROGRAMS. CASHMASTER REALLY DOES BLOW THE LID OFF COMPUTERISED ACCOUNTING.

THIS IS HOW IT SHOULD BE DONE

Not only superior to the competition, it's far cheaper too!
@ £29.95 inc P&P + VAT

INTRASET LTD, (DEPT AA)
FREEPOST
No 10 WOODSIDE AVENUE,
CLAYTON-LE-WOODS,
CHORLEY, LANCASHIRE PR6 7QF
Tel: **0490 3284** Technical Helpline
3pm-4pm **Mon-Fri**
24 Ordering Tel: **02572 76800**

Cheat Mode

Is no game safe from this man? Uncle Phil does it again...

What the critics said:

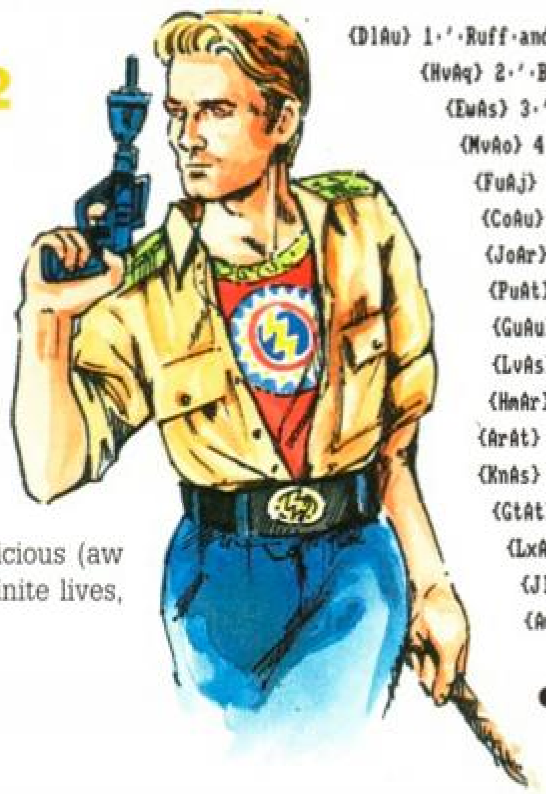
"It reaches the parts other columns cannot reach" – **Vyk Olliver.**
"I wouldn't leave the House without it!" – **Margaret Thatcher**
"Jeux Sans Frontiers" – **Nostradamus.**
"I don't fully understand the concept" – **John DeLorean, Richard Nixon**
"Lift that bar! Tote that bale!" – **Rod Lawton**

(We worry about Phil, stuck up there in Mapperley... ed)

Rick Dangerous 2

Dunstable's demon deceiver Andy Price has done his duty and devised a devillish thing that starts with "D" for Microprose's new master class game *Rick Dangerous 2*. You've played the game, and seen the maps, now heres a plethora of positively pernicious (aw no, not again!) pokes – infinite lives, lasers and bombs.

```
{NiAp} 1·'·Rick·Dangerous·2
{NqAq} 2·'·disc·version
{GxAr} 3·'·by·ANDY·PRICE
{KtAo} 4·'·Hi·Manish!!
{FuAj} 5·'
{LuAr} 10·DATA·21,00,01,11,00
{AvAs} 20·DATA·00,0e,41,df,54
{DvAr} 30·DATA·00,21,57,00,22
{KlAs} 40·DATA·80,01,c3,00,01
{FxAs} 50·DATA·3c,c0,07,21,60
{PtAq} 60·DATA·00,22,1c,be,c3
{GjAs} 70·DATA·00,be,af,32,c2
{BsAr} 80·DATA·85,dd,21,32,91
{PjAq} 90·DATA·dd,77,00,dd,77
{EjAs} 100·DATA·01,dd,77,02,dd
{IwAr} 110·DATA·21,d4,96,dd,77
{AtAt} 120·DATA·00,dd,77,01,dd
{DxAr} 130·DATA·77,02,c3,3e,7a
{MkAp} 140·FOR·a=&40·TO·&80
{MuAr} 150·READ·x$:x=VAL("&"+x$)
{KjAr} 160·POKE·a,x:y=y+x:NEXT
{HiAt} 170·IF·y()&175F·THEN·200
{JkAu} 180·PRINT"press·any·key"
{CkAv} 190·CALL·&BB18:CALL·&40
{BnAr} 200·PRINT"DATA·error"
```



● Multiface pokes for the Disk version supplied by ace newsletter-producer Carl (can my newsletter have a mention) Surry:

Address	Poke	Effect
85C2	00	Inf. lives
9131	00	Inf. laser
96D3	00	Inf. bombs

Ruff and Reddy

The pace of life is the subject of this cheat for *Ruff and Reddy*, in the nick of time Graham Smith clocks up another routine which gives tape owners infinite life and a lot more time to live it.

```
{DlAu} 1·'·Ruff·and·Reddy·-tape-
{HvAq} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{MvAo} 4·'·Slows·clock
{FuAj} 5·'
{CoAu} 10·DATA·21,09,01,22,1f,5e
{JoAr} 20·DATA·c3,c0,5d,21,12,01
{PuAt} 30·DATA·22,df,bd,c3,64,64
{GuAu} 40·DATA·af,32,f8,0e,3e,22
{LvAs} 50·DATA·32,c5,52,c3,3a,98
{HmAr} 60·FOR·j=0·TO·29:READ·a$
{ArAt} 70·x=VAL("&"+a$):y=y+x
{KnAs} 80·POKE·j+256,x:NEXT·j
{GtAt} 90·IF·y()2892·GOTO·120
{LxAs} 100·MEMORY·23456:LOAD"
{JlAo} 110·CALL·256
{AwAr} 120·PRINT"data·error
```

● Multiface poke for Ruff and Reddy

Address	Poke	Effect
0EF8	00	Inf. lives
52C5	22	Slows clock

Quattro Arcade

The Compleat Hacker seems to be the book of the month from Andy Price of Dunstable who has decimated yet another Codemasters *Quattro* pack (getting to be a habit). This time it's the *Quattro Arcade* set. All the pokes you could possible wish for are here. Andy also tells me that the ***Advanced Pinball Sim*** original game has a different Multiface poke (try 041B – 00)... How does he do it at the price?

```
{LnAv} 1·'·Quattro·Arcade·Cheat·System
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{BiAr} 10·FOR·x=&BE00·TO·&BE24
{JvAv} 20·READ·cd$:cd=VAL("&"+cd$)
{EjAp} 30·POKE·x,cd:NEXT
{GwBj} 40·MODE·1:PEN·2:PRINT"Choose·Game:"
{ItAv} 50·PEN·1:PRINT"1.·Pinball·Sim"
{FuAu} 60·PRINT"2.·3D·Starfighter"
{BmAu} 70·PRINT"3.·Grand·Prix·2"
{KwAv} 80·PRINT"4.·Friut·Machine·Sim"
{HoAt} 90·PRINT:INPUT"Number:·",n
{BpAv} 100·ON·n·GOSUB·120,140,160,200
{LqAm} 110·GOTO·390
{EtAv} 120·RESTORE·330:GOSUB·220
{JxAn} 130·RETURN
{DxAv} 140·RESTORE·370:GOSUB·220
{MlAm} 150·RETURN
{OqAx} 160·PRINT:PRINT"Grand·Prix·cheat:"
{IjBj} 170·PRINT:PRINT"Re-define·name·as";
{GjBi} 180·PEN·3:PRINT"·INTEGRA":PEN·1
{MuAl} 190·RUN""
{MiAu} 200·RESTORE·350:GOSUB·220
{NvAn} 210·RETURN
{JsAt} 220·FOR·x=&BE25·TO·&BE2B
{EoAx} 230·READ·a$:POKE·x,VAL("&"+a$)
{IvAm} 240·NEXT:RETURN
{DnAs} 250·DATA·ED,5B,38,BD,E5
{LwAq} 260·DATA·AC,E1,ED,53,2D
{GpAt} 270·DATA·BE,AD,11,37,BD
{HjAu} 280·DATA·3E,C3,12,13,3E
{NuAq} 290·DATA·25,12,3E,BE,13
{IoAr} 300·DATA·12,21,40,00,E3
{DlAt} 310·DATA·11,00,BB,00,C3
{LlAr} 320·DATA·4A,3A,41,50,00
{DpAt} 330·DATA·AF,32,15,04,EE
{DkAq} 340·DATA·41,00,00,00,00
{JoAt} 350·DATA·AF,32,3F,73,EE
{DsAr} 360·DATA·50,00,00,00,00
{DoAr} 370·DATA·AF,32,3A,7F,32
{HtAr} 380·DATA·15,7F,00,00,00
{PuAo} 390·POKE·&BE2C,&CF
{OkAr} 400·MEMORY·&2FFF:LOAD""
{ApAo} 410·CALL·&BE00
```

● Multiface poke for Quattro Arcade

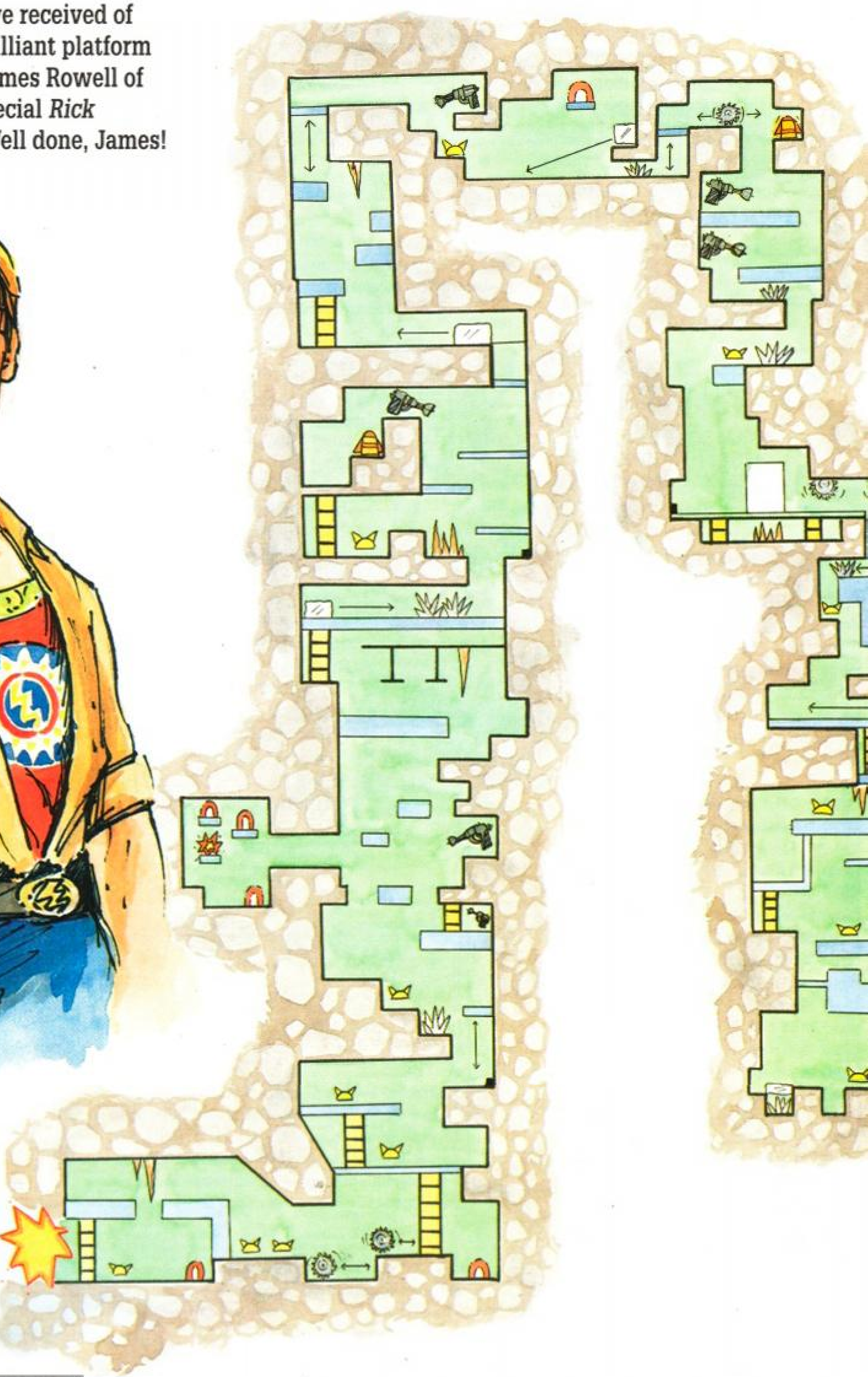
ADDRESS	POKE	EFFECT
Adv Pinball sim		
0415	00	inf balls
Fruit machine		
733F	00	inf. credits
3D Starfighter		
7F3A	00|	invuln.
7F15	00|	

Grand Prix 2
Type INTEGRA into the high score table

Rick Dangerous

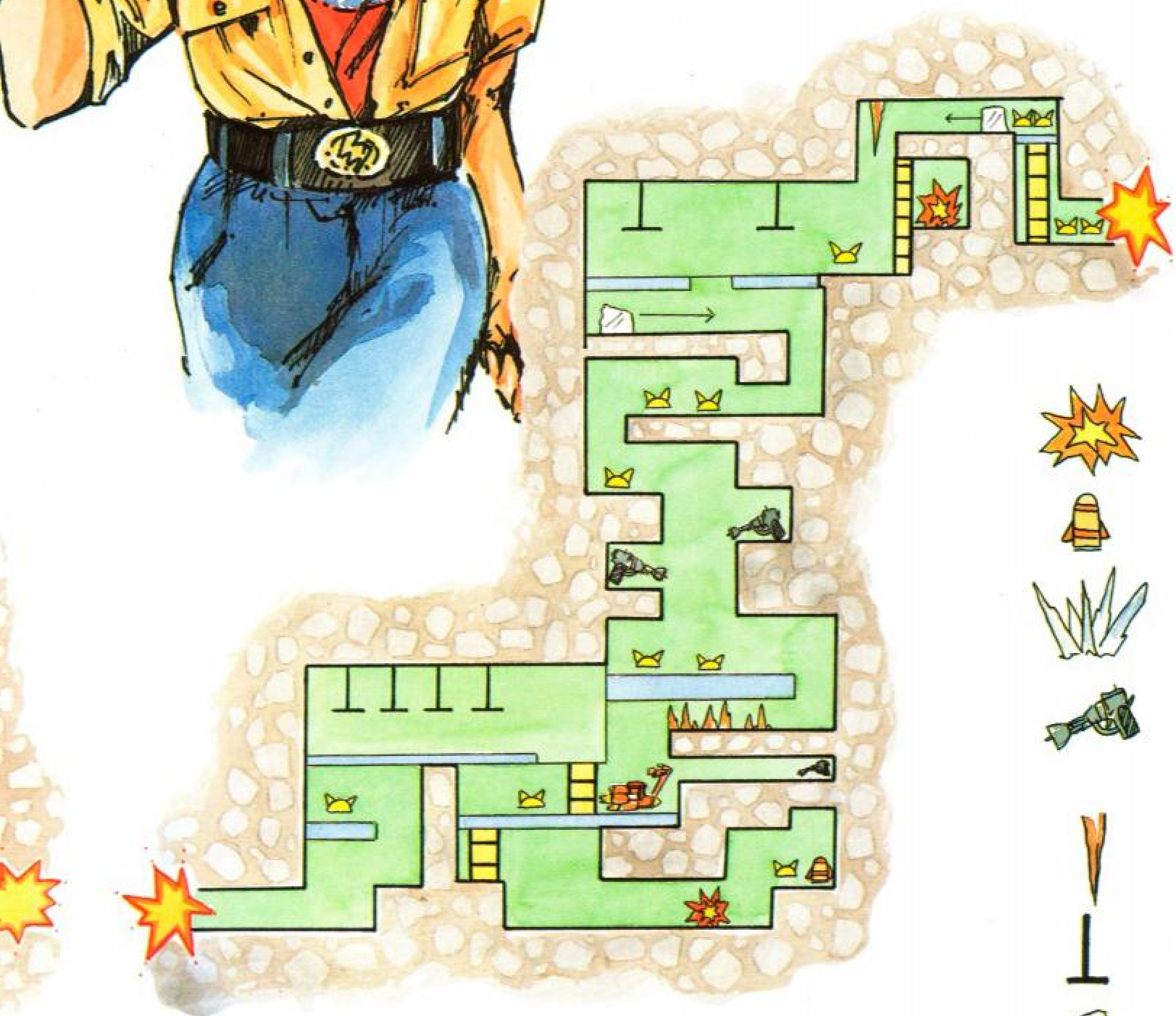
Here it is – the first map we received of Level II of Microprose's brilliant platform epic. And it means that James Rowell of Peterborough wins our special *Rick Dangerous* competition. Well done, James!





: The map




FINISH


KEY
BONUS POINTS
JET BIKE
BOMBS
BULLETS
ICE SPIKES
GUN
ICICLE
SHOWER
ICE BLOCK
CIRCULAR SAW

Vendetta: complete solution

The complete solution, (if you can stand the killing) has arrived from P (come on P, I know your brother's name is Mark, but fancy not telling me yours?) Andrews from Cleckheaton. Don't forget to kill anything that moves, anything that doesn't move, an anything that might have moved in a previous life!

Level 1: The Docks

As soon as you are ready, get your knife in order and kill the guard, (kill all guards as you come across them). Pick up the WIRE-CUTTERS from the crate near the screen (approach it from the left). Kick down the door at the top of the screen, and enter with your knife at the ready. Walk to the crate with a shadow in front of it, collect 3 GRENADES and move right to another crate. Move down a fraction and collect a MACHINE GUN. Go to the wall with the pipe then down to the crate in the corner and pick up the ammo clip. Leave the room. Enter the next screen, go up the stairs, and kick down the door. Arm the MACHINE GUN then enter the room, grab the book from the furthest filing cabinet. Get the FLOPPY DISK by kneeling in front of the disk drive, and the RED VIDEO from the front of the desk with the seat. Enter the next room and blow away the guard with the MACHINE GUN. Get the LOG BOOK from the filing cabinet and the BLUE VIDEO (??) from the side of the desk without the computer. Press fire and the LOG ON code will appear (this changes each time you play). Select the FLOPPY DISK, move to the front of the computer and press Fire, type in the LOG ON code and you receive a book. Select the MACHINE GUN and enter the next room. Get the UZI from the crate to the left of the radio. Enter the next room and go around the back of the table with two chairs and get the CAR KEYS. Go to the nearest grey ammo box and replenish the guns. Enter the next room and search the PILLOW on the right side of the bed. Take the NECKLACE and make your way out of the building. Go down the stairs and go to the right hand side of the crate. Kneel down and collect the BULLET PROOF VEST. Select the CAR KEYS and walk as near as you can to the car tyre on the right (facing North West) select pick-up mode. The door should open.

Level 2

Keep blowing away cars, 'copters and bikes using ENTER + N to select GROUND TO AIR MISSILES and MACHINE GUNS. Always hit full speed then slow down at corners, when the POLICEMAN pulls you up and asks for evidence move the joystick up to select the NECKLACE.

Level 3: Army Base

Select the MACHINE GUN and kill the Guard (again, kill all the guards you encounter), kick down the door and enter. Get the HANDBAG from the desk at the front of the screen (on the left of the chair). Get the map from the filing cabinet in the corner, and get the BOOK from the disk drive (funny place to keep a book!). Leave the room and go right, enter the next screen then the next, climb up and get the ammo. Go left, kick down the door and get some more ammo. Exit the room, enter the building on the right and get the SHOE (on the PILLOW). Leave and go left. Select the KEY face down and left, enter pick-up mode and open the door.

Level 4: Hard Drivin'

As Level 2.

Level 5: The Airport

Kill the guard, kick down the door and enter the room. Get the disguise from the filing cabinet, and the BULLET PROOF VEST from the middle locker on the left hand wall. Leave the room and go to the HANGER. Go through one screen and replenish your ammo from the box. Go through 3 more rooms then up the stairs, then make your way to the COCKPIT. Get the MAP from between two lockers, select the WIRE CUTTERS (remember the wire cutters?). and kneel down behind the girl. A picture of a BOMB should appear. Cut the wires in the order 1) MIDDLE/RED. 2) LEFT/YELLOW. 3) RIGHT/BLUE.

Level 7: Central Park

Go through all the screens killing all the guards as you go. Go to the screen with the WATER FOUNTAIN, you should see a man lying on the ground. Walk to his left hand, face out of the screen and kneel down. He will now stand up. You have rescued your brother and completed the game.

Sim City

Sim City, the town planning game, gets the Poll Tax (pole axe) treatment from Belfast's John Girvin. He allows you to blow as much public cash as you want. Spend, spend, spend – the taxpayers can afford it. (where have I heard that before?)

```
{KxAr} 1·'SIM·CITY·hacks·(disc)
{LnAp} 2·'By·John·Girvin
{DtAq} 3·'October·1990
{FtAJ} 4·'
{EwAl} 10·MODE·1
{GxAq} 20·addr=&40:RESTORE
{BkAo} 30·READ·byte$
{LkBk} 40·IF·byte$="METROPOLIS"·THEN·70
{CxAs} 50·POKE·addr,VAL("&"+byte$)
{FiAr} 60·addr=addr+1:GOTO·30
{JjAu} 70·PRINT"Infinite·cash·(Y/N)·?"
{GlAu} 80·WHILE·k$<>"Y"·AND·k$<>"N"
{MxAt} 90·k$=UPPER$(INKEY$):WEND
{BuBn} 100·IF·k$="Y"·THEN·POKE·&68,&C9:CALL·&40
{NpAs} 110·INPUT"Initial·funds·?·$",x
{HxAr} 120·y=INT(x/65536)
{PrAt} 130·z$=HEX$(x-y*65536,4)
{LqAx} 140·POKE·&59,VAL("&"+RIGHT$(z$,2))
{HiAx} 150·POKE·&5E,VAL("&"+LEFT$(z$,2))
{MqAs} 160·POKE·&63,y:CALL·&40
{JkAw} 170·'***·LEAVE·ALL·LINES·IN·***
{EuBi} 180·DATA·11,00,01,cd,75,00,11,00
{HrAt} 190·DATA·c0,cd,75,00,f3,21,00,c0
{GxAx} 200·DATA·11,00,a0,01,00,38,ed,b0
{GxAw} 210·DATA·3e,20,32,d8,2e,3e,4e,32
{BpBi} 220·DATA·d6,2e,3e,00,32,d4,2e,3e
{LkBj} 230·DATA·a7,32,3a,11,c3,12,04,a4
{OmAu} 240·DATA·48,4c,46,0a,5a,21,8b,00
{EmAw} 250·DATA·06,07,d5,cd,77,bc,e1,cd
{HlAv} 260·DATA·83,bc,cd,7a,bc,3e,48,32
{KpAx} 270·DATA·8d,00,c9,41,44,4c,2e,42
{PlAu} 280·DATA·49,4e,METROPOLIS,4a
```



Ruff and Reddy

Keypress cheats are a bit thin on the grou just lately, but heres one from Stephen Tro of Kings Lynn and Jason Edwards of Bangor *Ruff and Reddyt* Hold down the ke "D","Y","L","A","N" on the title screen a the message CHEAT ON will appear just bel the title – you now have infinite lives.

Metal Army

Khalid Murad of Luton has been messi around with the old Players game MET ARMY and was so impressed that he thoug you might like to share some of his tips.

- Try to use the gun as little as possible.
- Don't use the passes unnecessarily.
- Get as close as possible to the electri discharges and coolant gas exhausts. T allows you to get past them faster.
- Use the lifts to destroy the mechanoids.
- There is a room which requires 2 passes get through, you must jump left while ho

ing down Fire.

- To get to the last room, climb on the lift, to the right and move up as far as possible. Fall off, and go down the shaft then open all the pass doors and drop down the hole before touching the switch.

Impact & Starfox

A couple of oldish games are given a new lease of life by David Wrench of Stockport. Bat and ball game ***Impact*** gets the level passwords:

11) AMEN 21) BOOK 31) CROW 41) DOOR 51) EDGE 61) FALL 71) GATE 81) USER

Also, the co-ordinates for all the planets in the ***Starfox*** space game:

REHTONA: 23,82,15 VECTAR: 10,56,47
MYSTO: 22,42,46 PHALBA: 81,70,23
DRAYGON: 51,10,39 JANTUS: 32,08,93
BOLOS: 43,18,19 PSYLON: 49,12,09

All you have to do now is stay alive long enough to find them. Thanks, Dave – sometimes the old games are the best.



Game Over I & II

Dinamic has just re-released a compilation of *Game Over I & II* so here are the entry passwords so that you can play the second part of each game. Supplied by Darren Perrin of Northolt.

GAME OVER I part II password is 10218
GAME OVER II part II password is 84187



MULTIFACE MADNESS

The tortuous catacombs, deep within the bowels of Alavaston castle echoed to the manic cries of Castle Master Martin Bella and his callous consort Count Congleton, Alex Mason. The bruised and broken cases of innocent games, crunched underfoot as the diabolic duo plied their dreadful trade. Wicked Baron Multiface had coaxed enough secrets for one day, the cold flagstones would tell no tales...

NAME		ADDRESS	POKE	EFFECT
Castle Master	(-)	7E7F}	00	Inf. energy
		6B29}	00	
		7305}	00	
Tennis cup	(-)	8968	3A	Inf. credits
Camelot Warrior	(-)	089E	00	Inf. lives
Supersam	(-)	9BE2	00	Inf. lives
Conquest	(-)	77D7	A7	Inf. energy
Max Headroom	(-)	12A5}	00	Inf. energy
		12B7}	00	
		12D0}		
Space Trader	(t)	74CD	FF	255 shields
		74CC	FF	255 lasers
		74CE	FF	255 exterior
		74CF	FF	255 interior
		74D0	FF	255 computer
		4DFA	No	Cash
Dandy	(t)	570C}	06	9990 energy
		570D}	27	
		5710	FF	255 keys
		570E	FF	255 spells
Rocky Horror Show	(t)	2413}	FF	255 time
		2414}	FF	
Dynamite Dan	(t)	2DBE	07	7 dynamite
Quest for Mindstone	(t)	5BBF	FF	255 gold
		5C91	FF	Kyle strength 255
		5C92	FF	Merle strength 255
		5C93	FF	Quin strength 255
		5C94	FF	Taina strength 255
		5C9B	FF	Kyle psyche 255
		5C9C	FF	Merle psyche 255
		5C9D	FF	Quin psyche 255
		5C9E	FF	Taina psyche 255
Rainbow Islands	(t)	1C1E	00	Inf. lives
		42AC	01	Kill guardian with 1 hit (repoke for each guardian)
Deliverance	(t)	10FC	A7	Inf. lives

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters ie. 3A7C)
h) Type in the POKE (2 characters ie. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game.
Press "R" return to the game.

Every poke, map, hint and solution from the last twelve issues of *Amstrad Action*...

CHEAT MODE INDEX

MULTIFACE POKES

HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

Penpals wanted aged 11-15. Must have 464. I don't want to swap games, but I do have cheats on *Batman* and *Italy 1990*.
Ryan Tallent, 15 Rutland Close, Kippax, Leeds LS25 7JH

Wanted for less than £3.50 *Batman – The Movie, Ghostbusters 2* (464 tape). Help given on *Indy and the Temple of Doom, Dizzy2* (including maps etc), *International 3D Tennis*. Help wanted on *Indy and the Last Crusade, Short Circuit*.
Daniel Holbrook, 161 Poulton Royd Drive, Spital, Wirral, Merseyside L63 9YP

Help needed in *Dragons Of Flame*. I am stuck in Sla Mori. Also penpals wanted, preferably female but males accepted. Aged 16+. I have a CPC 464.
Neale Pollard, 24 Malton Court, Upper Malone Road, Belfast BT9 6HE

New to Amstrad 464 (tape only) male, 19, would like female penpals around the same age (photo required). Over 200 games. For list and photo repayment send SAE to
Lee Howes, 42 Grendon Close, Matchborough West, Redditch, Worcs, B95 0EG

Wanted – *Bloodwych* on disk; swap for brand new *Carrier Command* (disk). Also has anybody built their own 3.5-inch drive for 6128? I would love to know how.
Steve Makin, 19 Westbury Road, Dover, Kent CT17 9QH

Can anyone help me with *Poolsmaster, Selec, Forecaster* and Boxoft football programs?
John Harper, 45 Somerville Rd, Sandford, Avon, BS19 5RR Tel 0934 820521

Please could someone send me pokes for *N Z Story, RoboCop* and *Ghouls and Ghosts* (keypresses if possible) or on tape. Money refunded for tape.
C Stenning, 35 Bentswood Crescent, Haywards Heath, West Sussex RH16 3QP

Look! Amstrad Fanzine packed with PD, pokes, tips, hacking etc. The donation is 50p *(That's enough advertising – ed.)* Also, I can help with almost everything.
Matthew Furber, 3 Laxton Close, Locks Heath, Southampton, Hants SO3 6WN Tel 0489 577803

Pen pal wanted to swap machine code tips, hacking tips and programs. Age 16-25.
Costas Dimokas, Aiakidon 40, Ioannina, 45221, Greece

Pen Pal wanted. 13-16 male or female, to be able to lend or swap games. Also help needed to defeat Drax at the end of *Barbarian*.
Kenneth Ramsbottom, 7 harris Ave, Davyhulme, Urmston, Manchester M31 2FT

I am attempting to set up a PD library. All advice, software etc very welcome. Call me or write:
Ben Banfield, The Oast House, Forest Farm, Castle Hill, Tonbridge, Kent, TN11 0ND Tel 0732 353726

Hi! I'm a male of 14 years old, looking for penpals from all countries. Please start scribbling. I await your letters! Male or female, age 13-20. Guaranteed reply. Bye! I own an Amstrad 6128 with tape deck and quite a few games.
Songyow Ly, 8 Wooderson Close, South Norwood, London, SE25 6JP

Help wanted on *Fighter Bomber*. Has anyone finished it?
Robin Windle, 4 Ealing Court, Newcastle upon Tyne NE3 2YD

Help offered on most games. War, sims, etc etc. Penpals wanted (male/female) especially males over 50. Females any age. All letters answered.
Mr P Hay, 138 Craylands, Basildon, Essex, SS14 3QY

Read this now! I am opening a new PD library, so if you already own a PD library then please please contact me. Also, if you have any home-grown software then contact me (disk or tape). Write for more info.
Keir Ritchie, 111 Chertsey Court, Lower Richmond Road, Mortlake, London, SW14 7BX

OI!

Helpline* is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads...

Help needed on the first mission of *Bomber*. How do you select a target, command tent and airbase? I have destroyed the first target but then what? Where do I go? I have a 464.
Clayton Ford, 19 Jackson Way, Needham Market, Suffolk, IP6 8TJ

Help wanted on *Platoon, Rock Star*. Has any one got the cheat words for *Super Robin Hood*?
Stephen Matthews, 32 Old Wicken, Castle Acre, Kings Lynn, Norfolk PE32 2BN

Wanted. DMP2000 manual. Also wanted; any PD, home-made games, adventures etc. Tape only. If you have anything for sale, or any adverts, please send them to me as I will use the first 100 in a new mag coming soon. All correspondence to
The Computer Room, 47 Kidd Place, Charlton, London, SE7 8HF

Wanted – copy of *AA52* complete with covertape, which can be returned if required after transferring to disk.
Graham Talbott, 7 Teal Drive, Brookvale Village, Birmingham, B23 7YA

Help wanted on *Ghosts 'n' Goblins*. *AA*'s for sale = numbers 44, 47, 48, 50, 51.
Zac Taylor, 11 Tabernacle Rd, Hanahm, Bristol, BS15 3DZ

I need a copy of the inlay for *Curse of Sherwood* (cassette). Please!
K R White, 6 Castle Street, Gibraltar

I am a 6128 owner looking for a penpal, especially in New Zealand. I am interested in disk transfer utilities, games, BASIC and simple binary programming. Also, ALF members please get in touch!
R Price, 8 Motueka Street, Nelson, New Zealand.

Desperately wanted; games about the Titanic. Willing to swap western games, *Captain America, Gladiator, Hacker, Table Football, Army Moves* or *Colony*. Please send to
Kevin Sharp, 93 Somersall St, Mansfield, Notts, NG19 6EJ

Help! How can I get a disk drive on my 464 with a Multiface II attached to copy from tape to disk? It keeps saying "Disc missing". I've been told it's not possible – has anyone succeeded?
Carolynne Howard, Chilly Knapp, Glebe Fields, Bradford Peverell, Dorchester, Dorset, DT2 9SS

PD software needed for PD library on cassette or disk. Will return with loads of PD software if it is used. Send with SAE to:
Tim Keevil, 14 Pytchley Close, Brixworth, Northantsm NN6 9EW

Could you please advise me which type of printer I require for use with my Amstrad Computer CPC 464 and also if any new leads are required for it. Could you also please give me the prices. Thanking you in anticipation.
Miss A Howlett, 40 Harrison Houses, 57 Raglan Road, Leeds, Yorkshire LS2 9ED

Wanted; any graphic or music demos. Send on tape or disk and enclose SAE if you ant the tape or disk back
Glen Scott, 17 Heather gardens, Belton, Great Yarmouth, Norfolk NR31 9PP

I am a very keen *Bards Tale* player, and although I have a party with over 10,000 hit points each and spell casters with over 3,000 spell points each, I can still only find the catacombs, wine cellar and castle levels. PLease please could some very kind person tell me how to get into all the other levels.
A Bown, Roberts House, DYRMS, Dover, Kent CT15 5EB

Oi! Any poor sould got a copy of *Rick Dangerous* they'd like to swap for *Op Wolf*? Interested? Well give us a buzz through the post box and we'll do some business!
David Barta, 19 Podwick Ave, East Cosham, Portsmouth, Hants, PO6 2JL

I have back issues 21, 29, 31, 37-63 of *Amstrad Action*. Also I have over 2,000 pokes. But does anyone have any American Football games especially *Head Coach*, that they are willing to part with for pokes, back issues or a sensible price. All games must be on disk.
Mark Lewis, 33 Pennington Place, South Borough, Tonbridge Wells, Kent TN4 0AQ Tel 0892 544282

Help! I need a 464 manual and an Amstrad SSA1 speech manual. Please!
S. R. Hurst 8 Restormel Road, Barbican, East Looe, Looe, Cornwall PL13 1EJ

Female Penpal wanted. I own CPC 6128. All letters replied.
Neil Read, Barton Spinny, Sandy Lane, Kingswood, Surrey, KT20 6NQ

Still searching for people with interesting hardware ideas (thanx Julian). Still searching for demos (thanx Geoff). Still searching for someone who is willing to depart from his Infocom adventures. Still answering all letters and returning all disks (curses Paul Chen, Aus.)
Peter Captijn, 't Biezenweitje 90, 6932 HL, Westervoort, Holland.

I have *Operation Thunderbolt* and *Blasteroids* on disk. I want to swap for *The Animator* and *Laser Squad Expansion Kit* on disk. All mine are originals, so must yours be. Also help needed on translating code in *Catch 23*.
Simon Warford, 134 Draper House, Hampton St, London SE1 6SY

Selling games. Also wanted, pokes, tips and maps. Keypresses and cheats. Send SAE for list.
Mark Collins, 124 Shegoneill Ave, Belfast BT15 3JF Northern Ireland

The Essential AA Games Guide

Now, at last, the Amstrad Action team has put together the definitive list of those classic games you *must* have.

The list goes right back to the beginning of *AA* in 1985, but we'll be updating it every month with the latest and best in Amstrad gaming.

Many of these are still available now, but some are no longer being published. In which case, try *Helpline*.

And bear in mind that this is a current buyers' guide, and not just a list of historical milestones. Amstrad gaming has come a long, long way since the early days, and many games that looked good in the mid-'80s look absolute cr*p now. This is a guide to the games you should buy *today*...

Arcade style

Most computer games stem from arcade game principles, and the following, although not necessarily based on any particular arcade game, possess the same general themes – simplicity, and instant playability.

Boulderdash AA1

The original 'boulder' game. You control Rockford, collecting jewels, avoiding rocks and solving puzzles. Crude to look at now, but hellishly addictive.

Bombjack AA10

One of the earliest platform arcade games, and still one of the best.

Gauntlet AA16

500 levels and 3,000 screens of seen-from-above arcade action! There's a one or simultaneous two-player mode, and enough playability and sheer size to last you for ever. A classic.

Arkanoid AA22

This and its sequel, *Arkanoid 2*, are the archetypal paddle-and-bouncing-ball games.

Dizzy series AA-

There are now four *Dizzy* games, all featuring that wonderfully cute, egg-shaped hero. The formula remains the same – explore a world, solving puzzles and collecting objects. Charming and addictive.

Renegade series AA25

All three games in the *Renegade* trilogy (so far!) are excellent beat-em-ups with great graphics and animation and tough gameplay.

Cybernoid AA32

Programmer Raff Cecco produces some stunning visuals, and this is one of his best, an extremely touch, but dazzling, shoot-em-up.

Nebulus AA33

Wonderfully original shoot-em-up where you guide your little character upwards around a series of revolving towers.

Operation Wolf AA40

Death and destruction on a huge scale as the scenery and the baddies scroll past and you line them up in your gun-sights. Effective conversion of an arcade favourite.

Stormlord AA46

It's your job to rescue a bunch of faries (the female kind) in another of Raff Cecco's graphical masterpieces, a walking, jumping, shooting orgy of destruction. Excellent, but oh so tough.

Skweek AA47

Skweek is a little spherical creature whose world is being overrun by monters painting it blue. On each screen you have to guide Skweek around, avoiding traps and monsters and returning tiles to their natural colour. Cute, and highly playable.

Rick Dangerous AA48

Work your way through several levels of tunnels, chambers, traps, puzzles and baddies in both the original *Rick Dangerous* and the recently-released sequel. Great graphics, tremendous fun and wickedly addictive.

Strider AA49

A horizontally-scrolling beat-em-up, *Strider* is set apart by its good graphics and excellent animation as you battle the Red Menace in deepest Russia.

Rainbow Islands AA55

Platform-jumping, baddie-blasting arcade fun in what has to be one of the cutest-looking games ever. Great gameplay, but the graphics may make you sick!

X-Out AA56

The ultimate shoot-em-up? Very fast, very colourful and very tough. Collect enough cash, and you can visit a shop to add to your hardware, though. Highly polished – the shoot-em-up with everything!

Turrican AA57

The ultimate walking, jumping, death-dealing shoc em-up. Looks terrific and plays brilliantly. Possib too tough for all but the 'ardest games players.

Arcade exploration

This is a bit of a tricky category to defin Basically, it includes games that have yo exploring a world, solving puzzles an quite probably indulging in some arcad style blasting too. Big, big games, th thoroughly absorb you.

Lords of Midnight AA1

Both a wargame and an adventure, this gam has an astounding 4,000 locations! Graphic aren't great by modern standards, but th gameplay is terrific.

Sweevo's World AA5

Head Over Heels style puzzle-solving exploratio game where you the gormless Sweevo has to cle up a planet populated by genetic disasters. Ve funny.

Elite AA5

The classic space trading game. Shoot pirate dock with space stations and trade good Lasts a lifetime.

Heavy on the Magick AA10

A traditional adventure with the added dimension decent – and animated – graphics.

Academy AA19

Blasting robot defences on a 3D landscap Awesome game size and terrific strategy.

Head over Heels AA20

Control two cutesy characters as they roam th rooms of four large worlds solving some often trick but always clever puzzles.

Driller AA28

Incentive's first *Freescape* release, using a sys tem which generates genuine filled 3D env ronments filled with puzzles and tasks. *Dar Side*, *Total Eclipse* and *Castle Master* are als excellent.

Bloodwych AA58

This role-playing exploration/adventure game fe tures excellent graphics and formidable gameplay a you guide a party of adventurers through hazar filled dungeons.

Iron Lord AA61

An unusual French game coming on two disk and offering superb graphics and a mix c game styles from adventuring, role-playing an wargaming to arcade action. A huge game i all respects.

Licences

Increasingly these days games publishers are looking to the latest cinema and TV blockbusters for their games ideas. And although the resulting games naturally cash in to a great extent on the popularity of the original, they can also be pretty good in their own right...

Tunderbirds AA47

Four tricky rescue missions that involve planning and puzzle solving rather than reflex action. Great characterisation, wonderfully nostalgic and excellent in its own right.

Batman – The Movie AA51

Five generally excellent levels correspond to five scenes from the film. Great characterisation couple with great arcade action.

Untouchables AA53

Excellent scenes-from-the-film action, with an unusual graphical style – everything is done in a kind of nostalgic blue-ish tone.

Simulators

An easy one to define, this. Games in this category simply mimic any other 'real world' activity.

Winter Games AA9

Countless variants of the Epyx sports sims compilations exists, but this is the best. Includes bobsleigh, hot dog aerials, speed skating, ski jumping, figure-skating, free-skating and biathlon.

Bobsleigh AA29

More than just an above-average racing game, this one has the added bonus of a deep and well-planned strategic backdrop.

Advanced Tactical Fighter AA31

Not really a 'sim', since it represents an idea of air combat in the future. Combines arcade action with formidable strategy.

Gunship AA37

One or two glitches, but basically the best helicopter flying/combat sim you can buy for the Amstrad.

Chuck Yeager's Advanced Flight Simulator AA42

A 'proper' flight sim. Very proficient and extremely entertaining, with a series of missions that will test you to the limit. *The* flight sim on the Amstrad.

Timescanner AA47

A pinball simulator? It might sound daft, but it works very well indeed.

Jack Nicklaus Golf AA53

The best-looking golf sim by a mile, and it plays really well too! Screens take a while to draw, but it's worth it.

Italy 1990 AA58

US Gold's World Cup footie sim is not terribly deep but is very good-looking, very fast and very, very playable. A little easy against the computer but great against a human!

Fighter Bomber AA59

A game that combines simple flight simulator controls and strategic arcade action. Better graphics than *ATF* but less satisfying gameplay.

Sim City AA63

Ever fancied constructing and running your own metropolis? Infogrames' game is flawed but utterly compulsive.

Driving games

What more can we say? Pedal-to-the-metal crash-happy games for all those who can't afford the real thing (or who can't afford to keep crashing the real thing).

Continental Circus AA50

The best Amstrad game of all for Grand Prix fans! Graphics are good without being great, but the games very playable, has some nice touches and generates the feel of the real thing.

Powerdrift AA51

Buggy racing over a variety of swooping, twisting courses. Fast, very playable and great sound effects.

Chase HQ AA54

Chase after crims in your police Porsche and then ram them into oblivion! Crude plot, but a standard of graphics not seen before in driving games on the Amstrad. And it's very, very playable.

Stunt Car Racer AA59

Minimal graphics, but fast 3D action as you race over roller-coaster stunt tracks.

Lotus Esprit Turbo Challenge AA65

Probably the best driving game yet. Fast, smooth and with a split-screen simultaneous two-player mode! As if all that wasn't enough, the cars' on-track behaviour is the most realistic we've seen.

Original ideas

Every now and then a game comes along that simply doesn't fit into any existing category. These games frequently contain a spark of genius...

Spindizzy AA6

Guide a spinning top-like thing around a series of tricky screens. The supreme test of joystick control and patience.

Thrust AA12

A simple scenario. Just a little, triangular rocketship, a planet surface and a variety of tasks to perform. But that sheer simplicity, combined with very 'real' physics makes it one of the classics. To understand, you really have to play it.

Sentinel AA19

You must avoid the gaze of the power-draining Sentinel as you move around a landscape gaining height and energy. Strange, hugely atmospheric and utterly compelling.

Deflektor AA30

An unusual idea, which has you reflecting a light beam across a hazard-filled screen by means of mirrors, prisms and other light-manipulating objects.

Laser Squad AA49

What can we say? Control a party of crack troops in a tactical wargame beyond compare. Possibly the best game ever written on any machine.

E-Motion AA57

Take the small, triangular rocketship from *Thrust* and use it to control sub-atomic particles. Weird, but very good.

Klax AA58

Collect coloured tiles rolling towards you and stack them in horizontal, vertical or diagonal rows of the same colour. Simple, but utterly addictive.

Console games

And finally, one section that's going to get a lot, lot bigger...

Burnin' Rubber AA60

The racing game given away free with the new Amstrad machines is a standard-setter in its own right. Very fast, smooth and with breathtaking graphics (thanks to the new hardware).

Switchblade AA64

Gremlin's first console outing is a huge, huge game containing 155 screens of ninja-style leaping, kicking and collecting as you try to assemble the sixteen segments of the mystical Fireblade. Graphics are almost 16-bit quality.

Gazza II AA65

We thought *Kick Off* was fast and playable, but this game is the best yet. Superb dribbling and passing ability allow some formidably co-ordinated football. No penalties, no fouls, no strategy – but who needs 'em?

AAFTERTHOUGHT

The *AA* staff peer into their crystal balls... *look, we fail to see what's funny about that...*

With the new year just starting 'n' all, we thought it was about time to put our heads together and come up with ne *AA* predictions for 1991. Nostradamus? Pah nothing but a bumbling amateur...!

anuary
op hardware manufacturer announces pectrum emulator for the CPC: you take half ne chips out. 750,000 turkeys found living in outh America.

ebruary
R officials conducting field trials for their new metabling systems reject BBC Electron in avour of £2.99 Esso programmable calculator. onald Reagan elected Governor of California.

Aarch
ntire tribe of South American pygmies found nhabiting Rod's beard – experts baffled. odemasters releases *Professional eunification Simulator.*

April
Lost Caves sells another copy – questions asked in the house – Adam buys a round. Nostradamus right again.

May
64,000-year-old Commodore 64 found on Mars – experts not remotely surprised. Amstrad Firmware manual fetches £240,000 at Sotheby's.

June
Roland up the Creek hits record sales in Poland. Greenhouse effect causes bumper crop of begonias in Harpendon.

July
John Major wins TV personality test against housebrick – just. Atari ST relaunched as washing-machine controller.

August
Sir Clive Sinclair relaunches C5 as C15, a machine capable of accomodating simultaneously all those who bought the original. Shares in Acme pedal company rocket.

September
Poll Tax abolished in favour of random house-looting. "Doesn't go far enough," claim Tory back-benchers. Three people laugh at one of Adam's jokes.

October
10,000 Speccy +3s found embedded in concrete pillar on M25.

November
Nintendo Entertainment Systems given away with Corn Flakes. Skoda factory explodes in Urmsk – hundreds of pounds' worth of damage.

December
Gibbon learns Z80 – next step: "I want to writer Coders' inlays". NASA buys 250 6128 Plus's.

The March issue of *Amstrad Action* hits the streets on Thursday, February 21st. To reserve your copy, give this form to your Newsagent...

Dear Newsagent,
Please reserve me a copy of my beloved *Amstrad Action*!

Name

Address

If you're under 16, please get your parent or guardian to sign here:

● **To all Newsagents:** *Amstrad Action* is distributed by Future Publishing, on 0225 442244

GUNBOAT COMPO

Hooray! – here are the 20 winners from our brillo *Grapevine* compo:
Michael Leatherbarrow of Formby • Jeremy Paul Robert of Bradford • Martin Lodey of Penzance • William Huddlestone of Borders • K M Kosniowski of St Leonards on Sea • Craig Brown of Littlestoke • Simon Warford of London • Mark Swetterham of Southport • Neil Quinney of Alloa • Patrick Stanley of Stoke Newington • Graham Hennessy of Kildare Town • Robbie Hamilton of Dundee • Ian Byrne of Sale • David Hall of Manchester • Stuart Humphreys of Tunbridge Wells • Jorge Ramos of London • M W Byrne of Warrington • Erica Barker of London • Ben Collinge Weston-super-Mare

1ST CHOICE SOFTWARE LIMITED

for fast friendly service

EDUCATION

	Tape	Disc
Answer Back Quiz (6-11)	7.45	10.45
(Fact Files for Answer Back Quiz *)		
* 20th Cent. Hist. (12+)	3.70	6.70
* Ass. Football (12+)	3.70	6.70
* Arithmetic (6-11)	3.70	6.70
* English Words (12+)	3.70	6.70
* Gen. Know. (12+)	3.70	6.70
* Gen. Science (14+)	3.70	6.70
* Know England (12+)	3.70	6.70
* Know Scotland (12+)	3.70	6.70
* Nat. History (10+)	3.70	6.70
* Spelling (6-11)	3.70	6.70
* World Geog. (11+)	3.70	6.70
Better Maths (12-16)	8.20	12.70
Chemistry GCSE	10.95	14.95
Donald's Alpha Chase	8.20	10.95
Early Maths (4-8)	6.70	10.95
Early Words (3-6)	6.70	10.95
French Mistress (A+B)	12.70	14.95
Fun School (2-5)	4.45	6.70
Fun School (5-8)	4.45	6.70
Fun School (8-12)	4.45	6.70
Fun School 2 (Under 6)	7.45	9.70
Fun School 2 (6-8)	7.45	9.70
Fun School 2 (Over 8)	7.45	9.70
Fun School 3 (under 5)	9.70	12.70
Fun School 3 (5-7)	9.70	12.70
Fun School 3 (over 7)	9.70	12.70
Geog. Map Quiz (9+)	8.20	12.70
German Master (A+B)	12.70	14.95
Goofy's Railway Express	8.20	10.95
Mickey's Runaway Zoo	8.20	10.95
Micro English (8-17)	17.95	17.95
Micro Maths (8-17)	17.95	17.95
Physics GCSE	10.95	14.95
Primary Maths (3-11)	17.95	17.95
Sooty's Fun Numbers	7.45	10.95
Three Bears (5+) 6128 only		12.70
Thomas Tank Fun Words	7.45	10.95
Word Hang (5+)	7.45	10.95

O Level Clearance

Examiner (multiple choice)

Chemistry	5.95	8.95
Maths	5.95	8.95
Physics	5.95	8.95

Revision

Algebra/Trigonometry	5.95	-
Geometry/Set Theory	5.95	-

LEISURE & SPORT

Adidas Cham. Football	9.70	10.95
Colossus Bridge	8.95	10.95
Colossus Chess 4	7.45	10.95
Complete Games Centre	7.45	9.70
International 3D Tennis	7.45	10.95
Kenny Dalglish Soc. 2	7.45	10.95
Kick Off 2	7.45	10.95
Lotus Esprit	8.20	10.95
Oriental Games	7.45	10.95
Tie Break	7.45	10.95

BUSINESS

Mini Office (Budget)	2.99	-
Mini Office 2	10.95	14.95
Promerge	-	18.70
Prospell	-	16.95
Protext	13.95	17.95
Sprites Alive (Req. 128k)	-	14.95
Sprites Alive + Compiler	-	18.70
Tassign	-	22.45
Tasspell	-	13.95
Tasword464 (or 6128)	17.95	19.95

ARCADE

	Tape	Disc
Amazing Spiderman	8.20	10.95
Back to the Future 2	8.20	10.95
Beast	9.70	11.95
Dan Dare 3	7.45	10.95
Defenders of the Earth	7.45	10.95
Deliverance	8.20	10.95
Dragon Breed	7.45	10.95
Dragons of Flame	8.20	10.95
Edition One	9.70	13.45
Epyx 21	10.95	14.95
Escape Pl't Robot Mons.	7.45	10.95
Exploding Wall	7.45	10.95
Flimbo's Quest	7.45	10.95
Golden Axe	8.20	10.95
Gun Boat	8.20	12.70
Heroes	10.95	14.95
Hollywood Collection	10.95	14.95
Hostages	7.45	10.95
Klax	7.45	10.95
Mega Play 2 (Light Gun)	7.45	-
Monty Python	7.45	10.95
New York Warriors	7.45	10.95
Nightbreed	8.20	11.95
Pipe Mania	7.45	10.95
Puffy's Saga	7.45	10.95
Puzznic	8.20	11.95
Rainbow Islands	7.45	10.95
Robocop	7.45	10.95
Secret Agent/Sly Spy	7.45	10.95
Sega Master Mix	11.95	18.70
Snowstrike	8.20	10.95
Stunt Car Racer	7.45	10.95
Super Off Road Racer	8.20	10.95
Teenage Mutant H. Turtle	8.95	11.95
Time Machine	7.45	10.95
Total Recall	8.20	11.95
TNT	10.95	18.70
Twin Worlds	7.45	10.95
U N Squadron	8.20	10.95
Untouchables	7.45	10.95
Wheels of Fire	10.95	18.70

BARGAIN BUYS

After The War	3.99	-
City Slicker	2.99	-
Count Down	3.99	-
Crack Down	4.99	-
Cyrus 2 Chess (3D)	3.99	-
Dark Fusion	-	5.99
Dr. Who & Mine of Terror	2.99	-
Dynamic Duo	3.99	6.99
Dynasty Wars	4.99	-
E-Motion	4.99	-
Every Second Counts	3.99	-
Firelord	2.99	-
Fire Trap	3.99	5.99
Flunky	2.99	6.99
Fourth Protocol	2.99	-
Future Knight	2.99	-
Galaxy Force	2.99	-
Hammerfist	-	7.99
Hopping Mad	3.99	5.99
Impact	2.99	-
Karnov	2.99	5.99
Licence to Kill	3.99	-
Not a Penny More	2.99	-
Pacland	-	7.99
Pyraword	2.99	*
Question of Sport	-	6.99
Rock n Roll	-	5.99
Scramble Spirit	3.99	7.99
Screen Designer	-	4.99
Spherical	3.99	7.99
Spitting Image	2.99	-
Sonic Boom	4.99	-
Tetris	2.99	-
Thunderbirds	3.99	7.99
Toobin	-	5.99
X-Out	4.99	7.99

*Transfers to disc

Bargain Buys available while stocks last. New items frequently added.

BUDGET £2.99 TAPES

3D Snooker
4x4 Off Road Racing
4 Most Action
4 Most Horrors
4 Most Sports
Action Pack
Arcade Fruit Machine
Arctic Fox
Atom Ant
Bards Tale 1
Black Beard
Buggy Boy
Cauldron 1+2
Classic Arcadia 2
Cowboy Kidz
Double Dragon
Dr. Scrimes Spook School
Fantasy World Dizzy
Fruit Machine Sim. 2
Game Over
Gilbert
Guardian 2
Guardian Angels
Hit Pack
Ikari Warriors
Indiana Jones
Las Vegas Casino
Little Puff
Mike Reid's Pop Quiz
Motor Cycles 500
Official Father Christmas
Operation Hanoi
Operation Hormus
Pegasus
Postman Pat 2
Pro Golf Simulator
Pro Skateboard
Pro Snooker
Pub Trivia
Quattro Advn. (inc. Dizzy)
Quattro Arcade
Quattro Combat
Quattro Power
Quattro Sport
Quattro Super Hits
Question of Sport
Quik Snax
Rally
Rockstar ate Hamster
Silk Worm
Skating USA
Space Harrier
Spaghetti Western
Spitfire 40
Super Kids
Super Stock Cars
Supertrux
Spy Hunter
The Boxer
The Wombles
Thomas Tank Engine
Thriller Pack
Time Scanner
Treasure Island Dizzy
Turf Form
Video Card Arcade
Waccy Darts
Wonderboy
Yes Prime Minister
Yogi and Greed Monsters
Yogi's Great Escape

BUDGET £1.99 TAPES

Bomb Jack 2
Dan Dare
Dizzy Dice
Kick Start 2
Pool
Periscope Up
Sailing
Speed King
Super Nudge 2000
Steve Davis Snooker
Swat

BUDGET £6.99 DISCS

Archon Collection
Arctic Fox
Pegasus

Tape £2.99 CHEAT Disc £4.99

Ready to use cheats for your games. (Games not included.)

Disc versions have cheats for both tape and disc games. Tape versions have cheats for tape games only. Cheats work with original games, but may not work with re-released or compilation versions.

CHOICE CHEATS 1

Cheats for: Advanced Pinball Simulator, By Fair Means or Foul, Cybernoid, Flying Shark, Joe Blade 2, Kanov, Operation Wolf, Radius, Reflex, Shanghi Karate, Star Trooper & Tanium.

CHOICE CHEATS 2

Cheats for: Arkanoid, Arkanoid 2, ATV Simulator, Batman Caped Crusader, Dragon Ninja, Dynamite Dan, Empire Strikes Back, Head Over Heels, Hopper Copper, Pro Ski Sim., Soloman's Key & Treasure Island Dizzy.

CHOICE CHEATS 3

Cheats for; After Burner, Big Foot, Robocop, Skweek, Storm Lord, Hit Squad, Thunderbirds, Thunder Blade, Titan, Twin Turbo V8, Yabba Dabba Doo & Yogi Bear.

CHOICE CHEATS 4

Cheats for: Batman the Movie, Chase HQ, Ghostbusters 2, Ghouls & Ghosts, New Zealand Story, Operation Thunderbolt, Pacmania, Rainbow Islands, Rick Dangerous, Silk Worm, Untouchables & Xenon.

CHOICE CHEATS 5

(Contains cheats for budget games only.)
Cheats for: 3D Pinball, Air Wolf 2, Batman 3D, Bomb Jack 2, Count Duckula, Dragon's Lair, Fantasy World Dizzy, Fast Food Dizzy, Little Puff, Monte Carlo Casino, Paper Boy, Punch & Judy, Renegade, Scooby Doo, Wizard Willy and Wonderboy.

JOYSTICKS

Mean Green Competition Pro	£12.95
Megaboard	£21.95
Star probe	£13.95
Quickjoy 2	£5.95
Quickjoy 2 Turbo	£7.95
Quickjoy 3 Super Charger	£8.95
Quickjoy 5 Superboard	£14.95
Quickjoy 6 Jet Fighter	£12.50
Konix Speedking	£8.95

RIBBONS

DMP 2000/3000	£2.75
DMP 4000	£5.75
Epson FX80/RX80	£3.75
Star LC-10 Black	£3.75
Star LC-10 Colour	£5.75
Star LC24-10	£4.75

RIBBON REFRESH

Fabric Ribbon Restorer
Re-inks up to 30 ribbons
Only £7.95

ATARI LYNX

hand held console
Only £125
including California Games

Lynx Software

Blue Lightning	£27.50
Electrocop	£27.50
Klax	£27.50
Ms PacMan	£27.50
Road Blasters	£27.50

BLANK 3" DISCS

Maxell or Amsoft CF2 discs

£37.95 for 20
£19.95 for 10
£10.95 for 5
£2.35 each

MAGNUM LIGHT PHASER

Complete with 6 games including Operation Wolf. **Only £29.95**

OCP Art Studio

OCP Advanced Art Studio (128K req.)
Disc £17.20
Disc + mouse £44.95

HAND HELD GAMES

You can play them anywhere!

1943	17.95
After Burner	23.95
Back 2 Heaven	8.95
Batman-Fight	22.95
Batman-Video	22.95
Bowling	13.95
Clay Shot	13.95
Combat Attack	7.95
Combat Zone	17.95
Double Dragon	24.95
Double Dribble	18.95
Football	15.95
Formula 1	6.95
Gauntlet	22.95
Ghost Catcher	6.95
Gradius	18.95
Grand Prix	18.95
Gun Fight	9.95
Indiana Jones	15.95
Karate King	15.95
Karnov	22.95
Knight Rider	17.95
Mouse Maze	15.95
Outrun	23.95
Pinball	11.95
Pinball Wiz. 5 Skill	15.95
Ring King	17.95
River Crossing	9.95
Runaway	8.95
Simons Quest	24.95
Skate or Die	18.95
Space Attack	7.95
Space Battle	9.95
Star Force	18.95
Sub Wars	18.95
Submarine	6.95
Teenage Turtles	18.95
Top Gun	18.95
Vampire Strike	8.95
Vindicators	24.95

GX4000 CARTRIDGES

Barbarian 2	24.95
Batman Movie	24.95
Crazy Cars 2	29.95
Double Dragon	24.95
Fire & Forget 2	29.95
Operation Thunderbolt	24.95
Robocop 2	19.95
Shadow Warriors	24.95

Prices include VAT and P & P. All items subject to availability. Only UK orders please.

To order fill in the coupon or write the details on paper and send it with a cheque or postal order to

1st Choice Software Ltd., Dept AA2, 4 Paul Row, Summit, Littleborough, Lancashire. OL15 9QG

Access and Visa holders can order by phone.

phone **0706 372728**

Title
Disc/Cass
Price
Name
Address
Postcode
Total

NIGHTBREED

1

Ocean

The arcade conversion based on the grisly film, in turn based on the book Cabal. Prove to the world you're not a psychotic killer!

Description	Price	Order No
Nightbreed Cass	**£8.99**	**AA627AC**
Nightbreed Disk	**£11.99**	**AA627AD**

CRUISER

2

Powerplay

The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. *"You can even hit people with it too!"* - Trenton W.

Description	Price	Order No
Cruiser Joystick	**£9.99**	**AA618**

IRON MAN

3

Virgin

Ivan 'Ironman' Stewart's Super Off-Road Racer. A Super Sprint style racer for up to three players. Collect icons, upgrade your truck and burn some rubber!

Description	Price	Order No
Iron Man Cass	**£7.99**	**AA624AC**
Iron Man Disk	**£10.99**	**AA624AD**

PUZZNIC

4

Ocean

A complex puzzle game that has you matching colours and moving blocks in a multi-level brain-teaser to keep you hooked for ages.

Description	Price	Order No
Puzznic Cass	**£8.99**	**AA628AC**
Puzznic Disk	**£11.99**	**AA628AD**

AMSTRAD ACTION

THE LATEST AND GREATEST PRODUCTS AT THE BEST POSSIBLE PRICES!

1

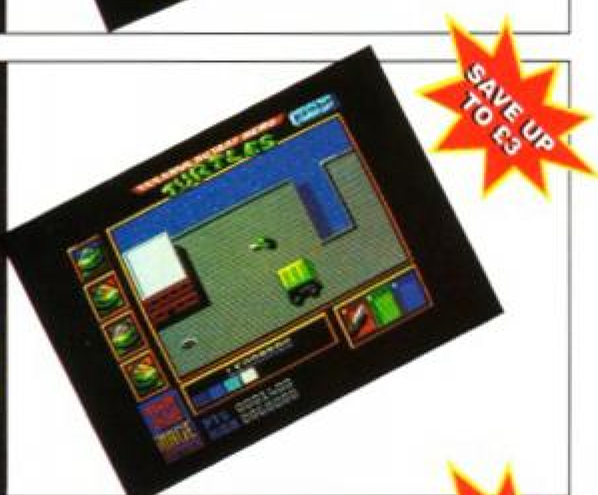


HOW TO ORDER... JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE... OR RING OUR HOTLINE NUMBER ON 0458 74011

2



5

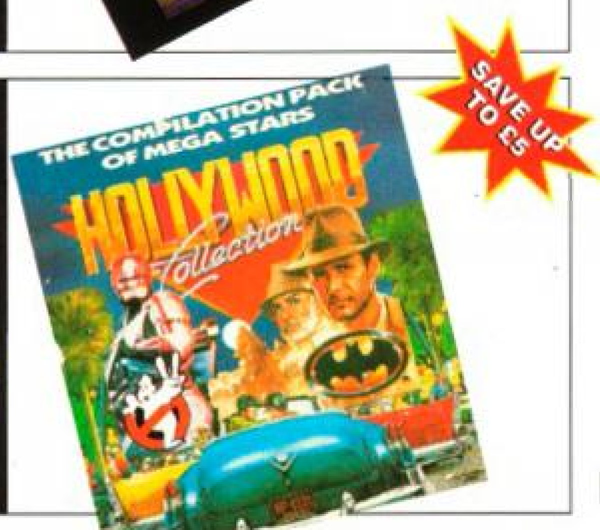


HOTLINE 0458 74011

6



9



PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

10



SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 80/81

TOTAL RECALL

8

Ocean

Play the part of construction worker Doug Quaid as he learns of his secret past and travels to the planet Mars

Description	Price	Order No
T. Recall Cass	**£8.99**	**AA630AC**
T. Recall Disk	**£11.99**	**AA630AD**

HOLLYWOOD COLLECTION

9

Ocean

Robocop, Ghostbusters II, Indiana Jones and Batman – all in one fabulous compilation!

Description	Price	Order No
H. Collec Cass	**£11.99**	**AA631AC**
H. Collec Disk	**£14.99**	**AA631AD**

AA T-SHIRT

10

Are you one of the many loyal CPC owners who avidly reads *Amstrad Action*? If Yes, then spread the word by wearing this superb American T-Shirt.

Description	Price	Order No
Med T-Shirt	**£4.99**	**AA361R**
XL T-Shirt	**£4.99**	**AA362R**

AA BINDER

11

Keep your valued *Amstrad Action* magazine collection together in this bright red binder

Description	Price	Order No
One Binder	**£4.95**	**AA417R**
Two Binders	**£9.00**	**AA4172R**

TURTLES

5

Mirrorsoft
Playing the part of the 'heroes in a half-shell', rescue April O'Neil from the evil Shredder and his army of Ninjitsu Warriors.

Description	Price	Order No
Turtles Cass	**£10.99**	**AA629AC**
Turtles Disk	**£11.99**	**AA629AD**

TURRICAN

6

Rainbow Arts
Take *Turrican* into battle in this full-blooded shoot-out game. A massive game to keep you going for a very long time.

Description	Price	Order No
Turrican Cass	**£7.99**	**AA622AC**
Turrican Disk	**£10.99**	**AA622AD**

STOP PRESS & MOUSE

7

Database Software
If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

Description	Price	Order No
S/P & Mouse	**£64.95**	**AA606**

HOW TO ORDER... JUST MAKE A NO THE PRODUCT NA AND ORDER NUM AND FILL IN THE ORDER FORM OPPOSITE... OR OUR HOTLINE NU ON 0458 74011

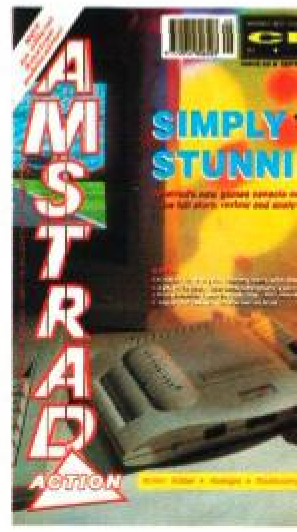
MAIL ORDER

3



4





BACK ISSU

Want to complete your collecti ultimate CPC magazine? Why the following issues, for the sa as newsstand, we pay the po

BUY ANY FIVE FOR ON

ISSUE	PRICE
ISSUE 51	£1.45
ISSUE 53	£1.45
ISSUE 54	£1.45
ISSUE 55	£1.45
ISSUE 56	£1.45
ISSUE 57	£1.45
ISSUE 58	£1.45
ISSUE 59	£1.45
ISSUE 60	£1.45
ISSUE 61	£1.95
ISSUE 62	£1.60
ISSUE 63	£1.60
ISSUE 64	£1.95

7



8



11



12



FUN SCHOOL 3

12

Database Software
Bumper packages of educational software for infant and primary school children. The complete suite of six programs.
Teddy Bear Under 5's Frog 5-7 years / Robot Over 7

Description	Price	Order No
T. Bear Cass	£9.99	AA632AC
T. Bear5 Disk	£11.99	AA632AD
Frog Cass	£9.99	AA633AC
Frog Disk	£11.99	AA633AD
Robot Cass	£9.99	AA634AC
Robot Disk	£11.99	AA634AD

AMSTRAD ACTION MAIL ORDER

Name

Address

Postcode

Phone number

Description	Price	Order No

Method of payment (please circle) Access • Visa • Cheque • PO

TOTAL ORDER

● **For overseas orders call Clare for prices on 0458 74011**

Credit Card No

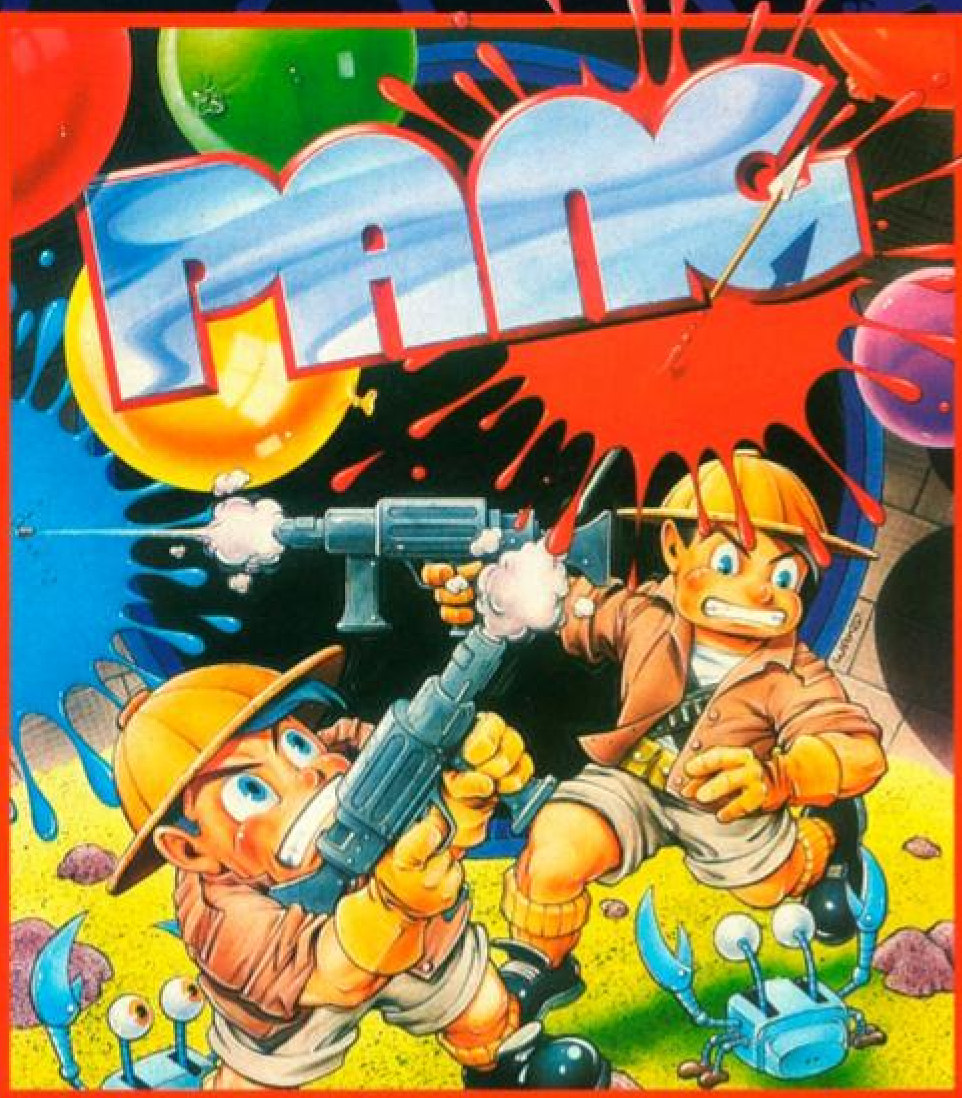
Expiry date

Please make all cheques payable to Future Publishing Limited

SEND THIS FORM TO: Clare Bates, **Amstrad Action**, The Old Barn, Freepost, Somerton, Somerset, TA11 7PY

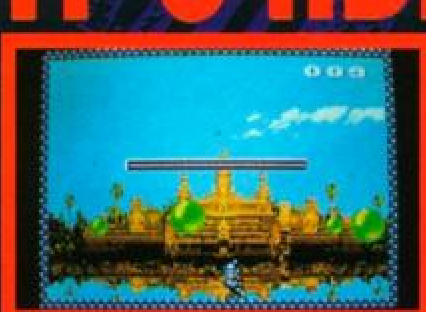
No stamp required if posted in the UK, Channel Islands or the Isle of Ma

AMSTRAD  CAR



IT'S ADDICTIVE

A per



conversion from the popu
arcade game. Conquer the
Balloon Invasion in this
exhilarating test of your
game-playing skills.

INSTANT LOADING



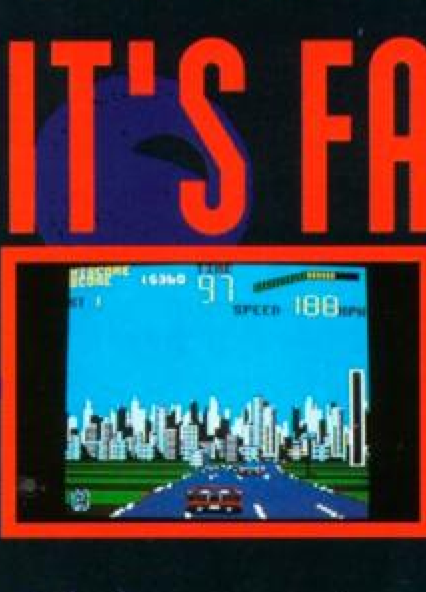
SIMPLY PLUG STRAI

464PLUS - 61



IT'S FAST

The meanest
pursuit game



to hit your screen!
IT'S FAST - featuring
explosive turbo-boost.
IT'S TOUGH - shoot the
villains but dodge their fla

FROM ALL GOOD
SOFTWARE STOCKISTS

OCEAN SOFTWARE LTD
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

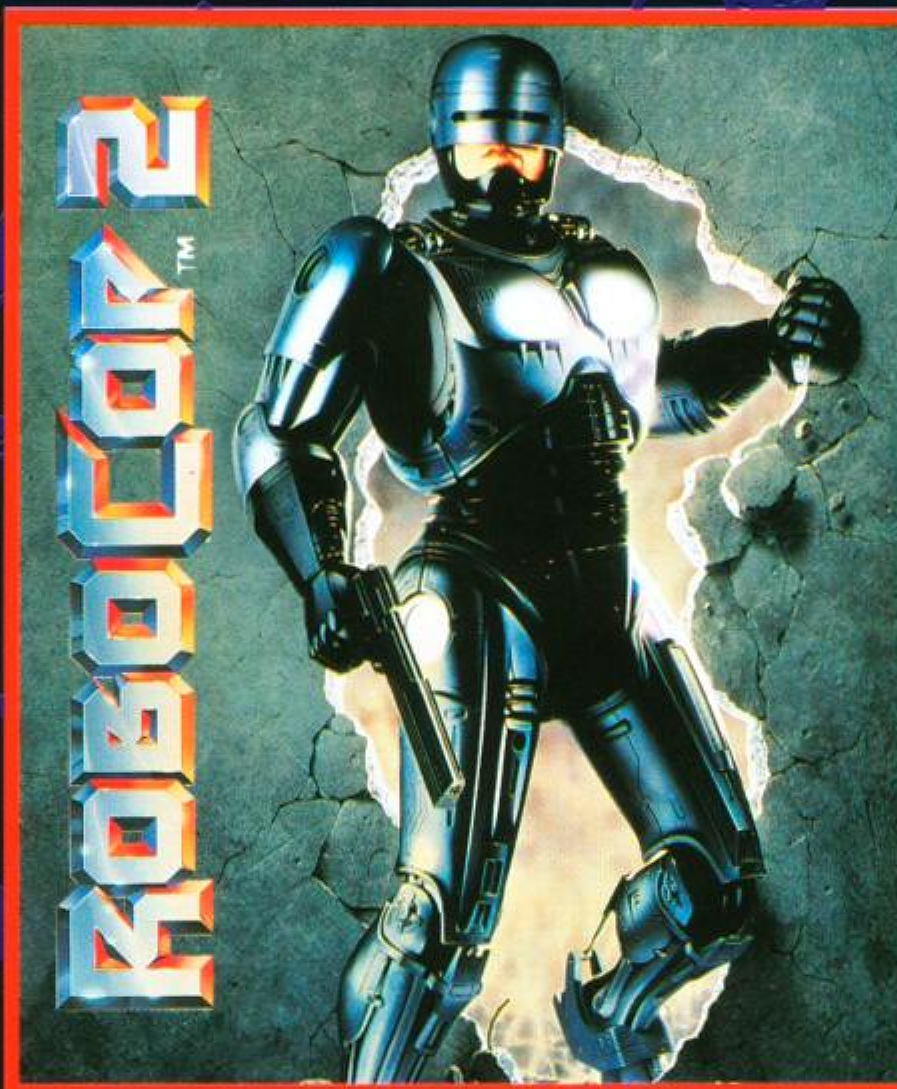
RIDGE POWE



HE'S BACK

Murphy's back! Battle your way through seven levels of explosive action to face Robocop's greatest enemy - Robocop 2!







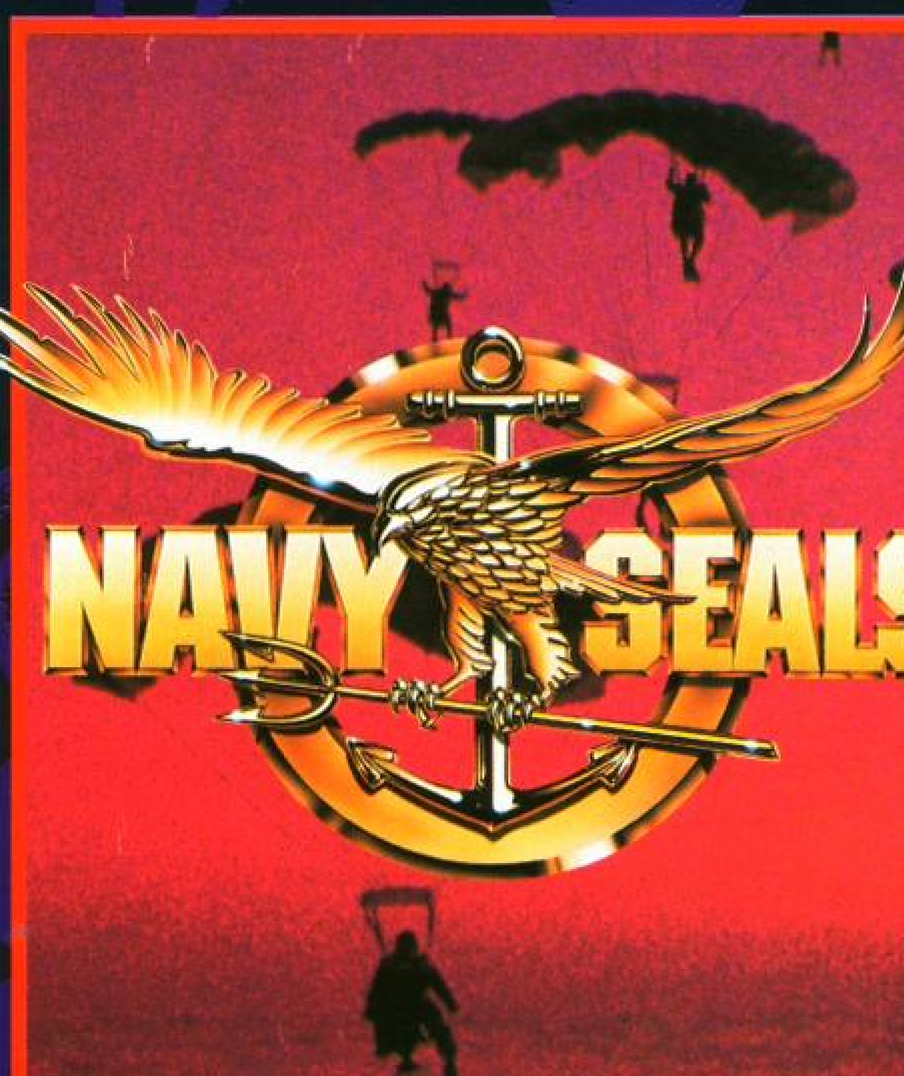
ENHANCED GAME-PLAY

T INTO ANY AMSTRAD PLUS · GX4000

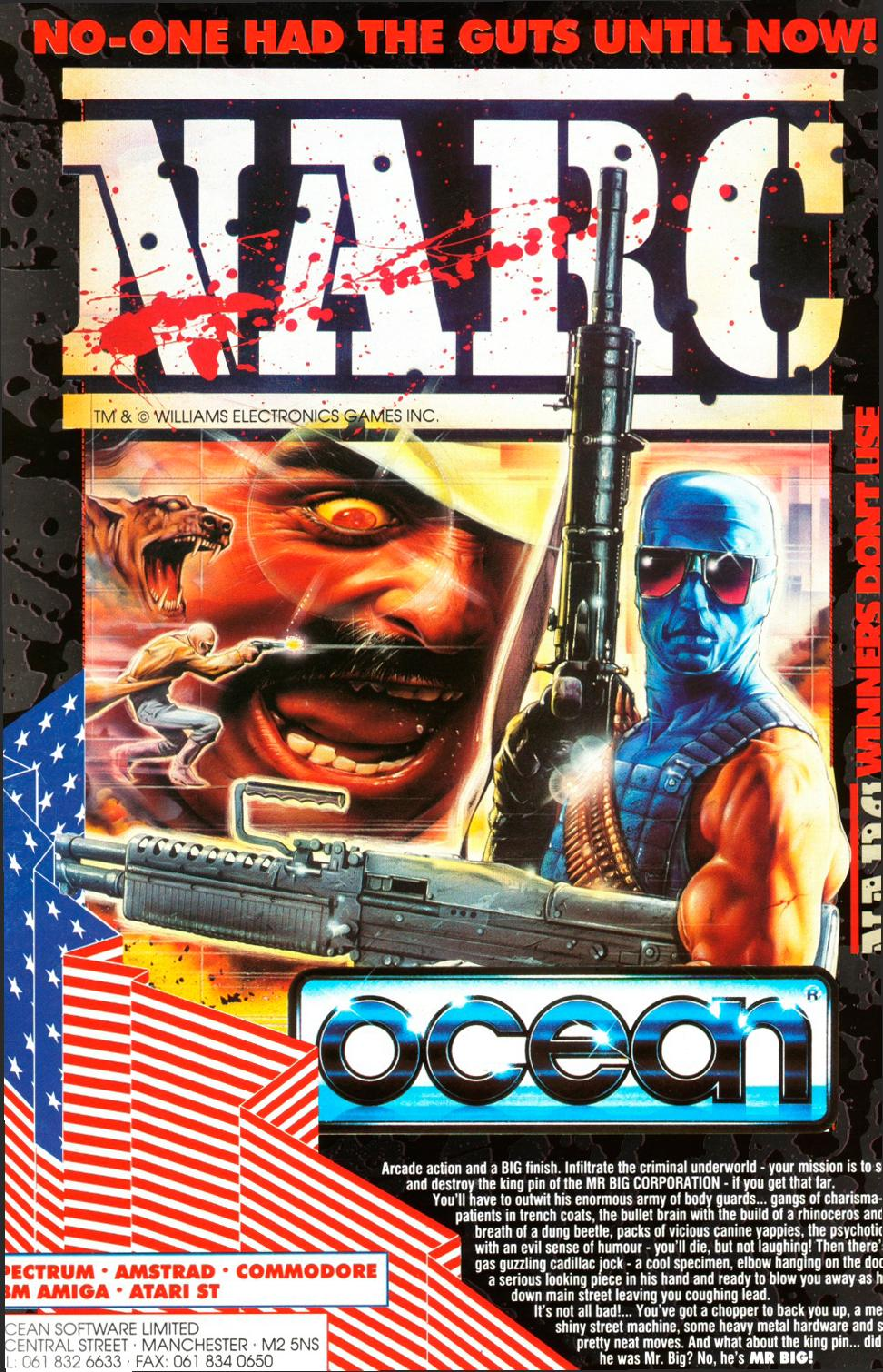
IT'S TOUGH

Sea, Air, Land. They are the men of the U.S. Navy's special forces. You control the team. You control the action. You hold the fate of innocent lives in your hands.





WHAT GIVES THESE FANTASTIC GAMES THEIR EXCLUSIVE ACTION AND DEPTH OF PLAY? THE SECRET IS THE CARTRID


NO-ONE HAD THE GUTS UNTIL NOW!
NARC
TM & © WILLIAMS ELECTRONICS GAMES INC.
WINNERS DONT USE
ocean
Arcade action and a BIG finish. Infiltrate the criminal underworld - your mission is to s
and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-
patients in trench coats, the bullet brain with the build of a rhinoceros and
breath of a dung beetle, packs of vicious canine yappies, the psychotic
with an evil sense of humour - you'll die, but not laughing! Then there'
gas guzzling cadillac jock - a cool specimen, elbow hanging on the doo
a serious looking piece in his hand and ready to blow you away as h
down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a me
shiny street machine, some heavy metal hardware and s
pretty neat moves. And what about the king pin... did
he was Mr. Big? No, he's MR BIG!
PECTRUM · AMSTRAD · COMMODORE
BM AMIGA · ATARI ST
CEAN SOFTWARE LIMITED
CENTRAL STREET · MANCHESTER · M2 5NS
L: 061 832 6633 · FAX: 061 834 0650